

THE OFFICIAL GUIDE FROM **NINTENDO POWER**



NINTENDO
GAMECUBE™

Luigi's Mansion™



THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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Spotlight on Luigi

After spending years in his older brother's shadow, Luigi has finally set off on his own adventure—and what an adventure it is! A dark, scary mansion packed with spirits and surprises awaits. It's up to Luigi to discover its secrets, capture its ghosts and save Mario from its depths!

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OFFICIAL NINTENDO PLAYER'S GUIDE

Luigi's Mansion™



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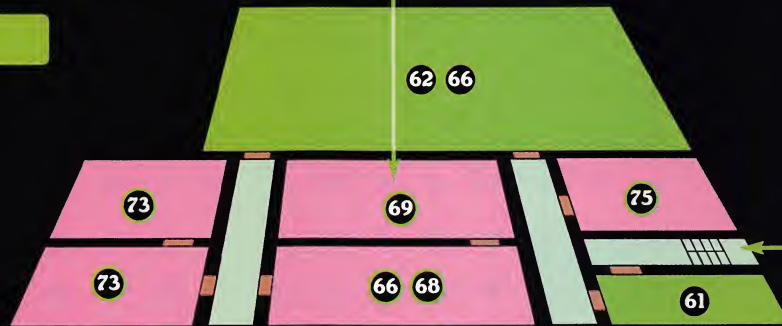
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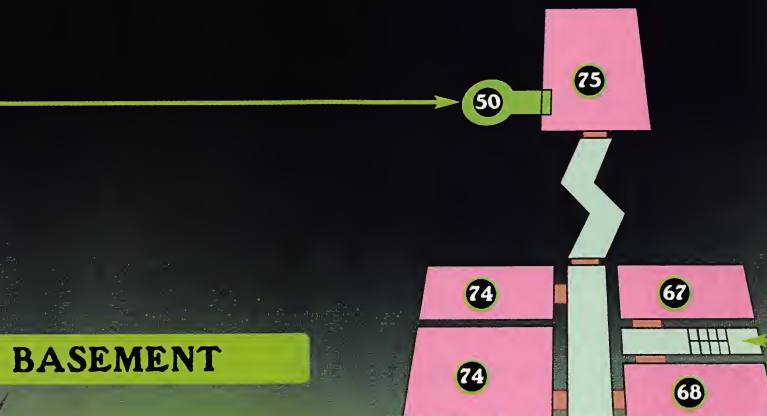
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MANSION MAP

1ST FLOOR





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WITH STAR ROAD



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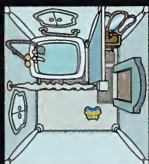
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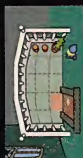
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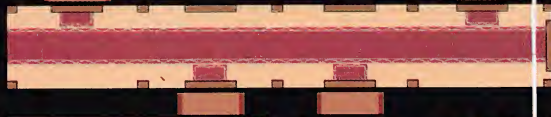
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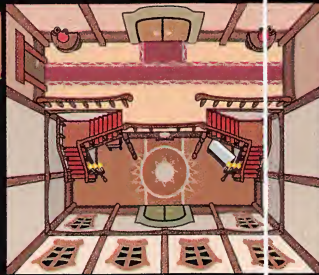
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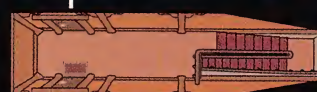
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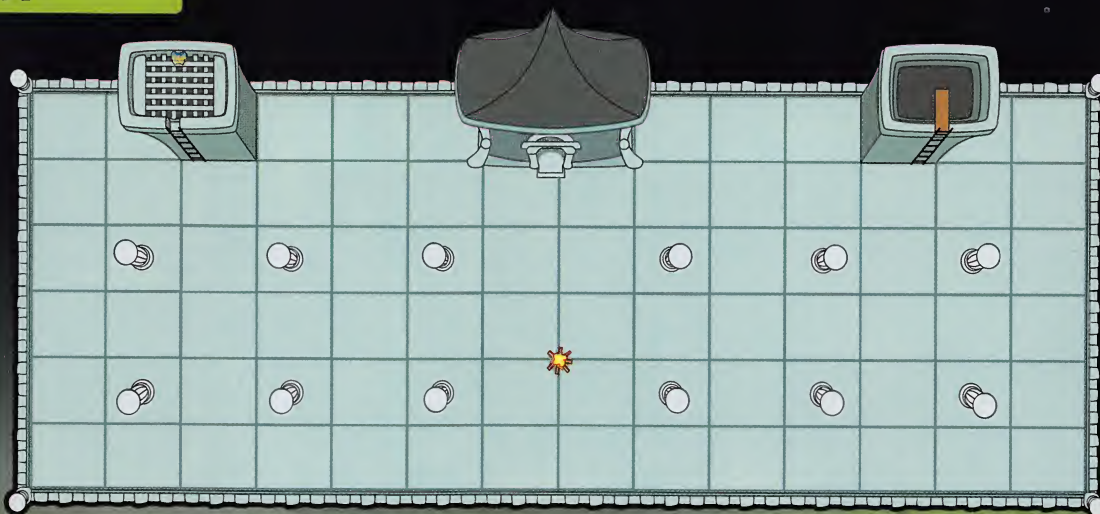
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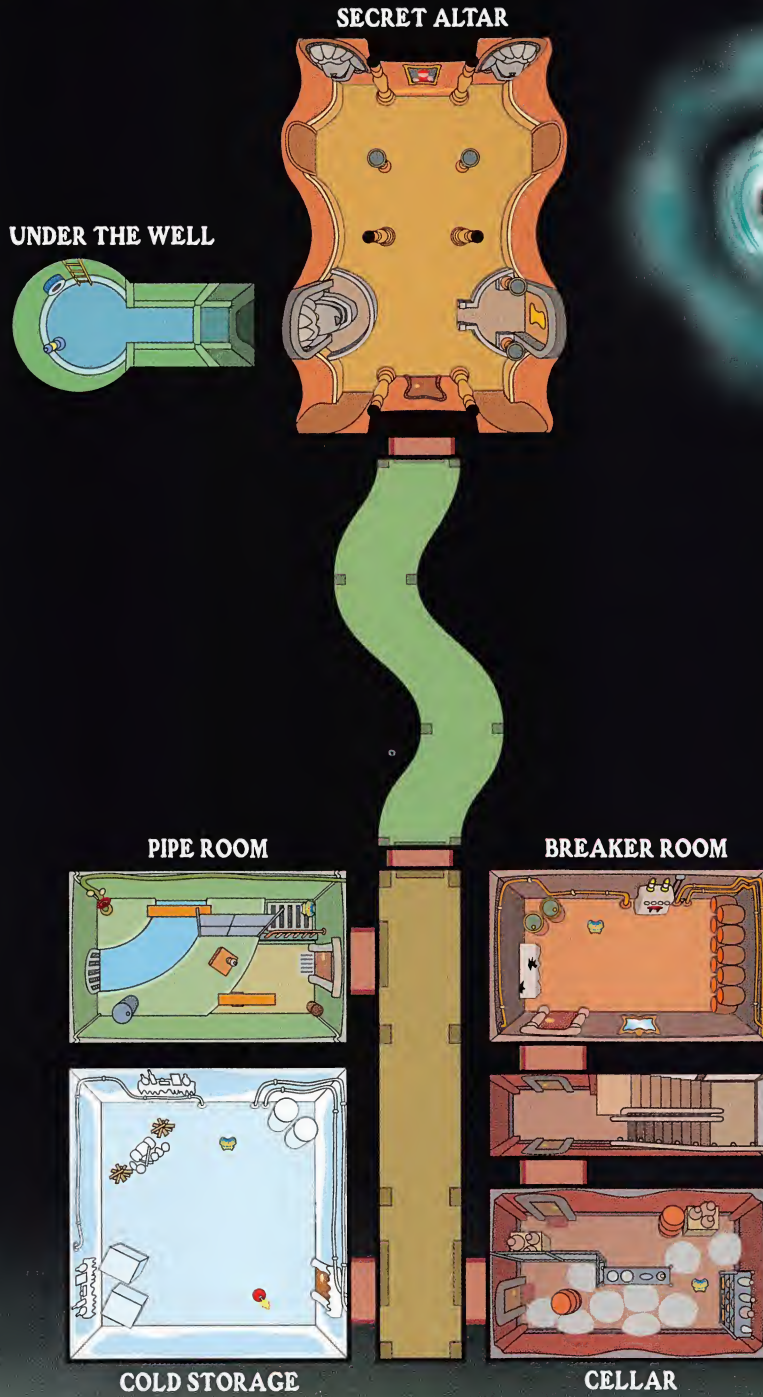
THE ARTIST'S STUDIO

ROOF





BASEMENT



LUIGI'S BIG ADVENTURE

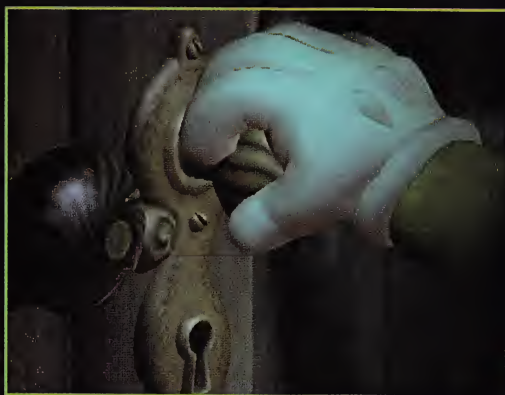
Luigi isn't accustomed to winning. Usually, his brother, Mario, is the one who brings home the accolades and awards.



LUIGI



That's why Luigi is surprised to hear that he is the grand prize winner of a big contest and that his prize is a huge mansion. In fact, Luigi is doubly surprised to hear that he's won, since he didn't even enter the contest! That aside, a prize is a prize.



So, he packs and prepares and asks Mario to meet him at his new digs, letting Mario go first, to check it out. Luigi arrives late. When he emerges from the windy forest path to find the massive mansion on a hill, it is past midnight and he is alone. Now, where could Mario be?



MARIO



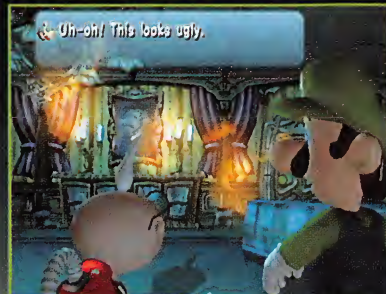
Wait just a minute! Could that ethereal form floating over the grand staircase be a g-g-gh-ghost? The mansion is haunted? What kind of prize is that? Luigi climbs the staircase and enters the parlor to discover an old man who is trying to suck up ghosts with a vacuum cleaner. When the ghosts turn out to be more than the old man can handle, the man flees the mansion and takes Luigi with him.



The man is Professor E. Gadd, ghost collector. He saw Mario enter the mansion and fail to leave. Mario needs Luigi's help, and Professor E. Gadd can provide the tools. It's time for Luigi to strap on the vacuum, enter the house and be a hero.

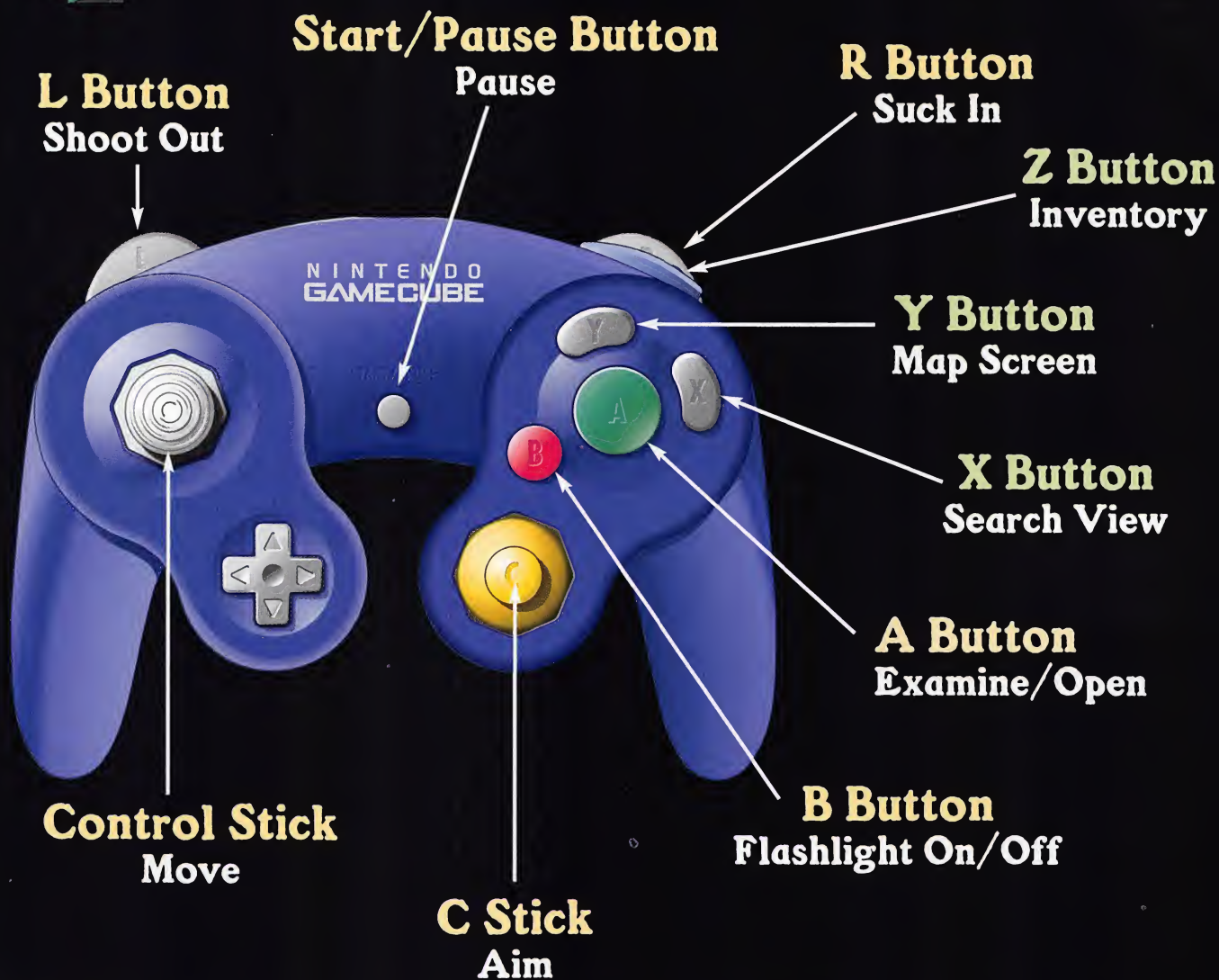
PROFESSOR ELVIN GADD

OPEN THE DOOR AND STEP INSIDE.
THE HAUNT HUNT BEGINS!



CHARACTER CONTROL

Pick up the Nintendo GameCube Controller and guide Luigi through his scary night in the ghost-infested mansion. Once you master the use of your flashlight and Poltergust 3000, you'll be on your way to victory.



C Stick: Aim

Direct the C Stick Up, Down, Left and Right to point at objects with your flashlight and the nozzle of your tricked-out vacuum, the Poltergust 3000. If you choose Standard movement control, you'll aim in the direction that your character is moving by default. Use the C Stick to aim elsewhere.



You can move the C Stick to shine your light into the darkness then to aim your vacuum at the mansion's ghosts and treasures. You'll turn faster if you choose Sidestep movement control.



Control Stick: Move

When you choose Standard control, Luigi will turn to face the direction that he is moving. Sidestep control allows Luigi to move without turning and walk side-to-side or backward.

R Button: Suck In

Power up the Poltergust 3000 and suction in stunned ghosts, treasure, pans, books—nearly anything! When you're reeling in ghosts, you can use the Control Stick and C Stick for extra pull.



L Button: Shoot Out

When you have the power of the Element Medals, you can shoot fire, water and icy mist from your Poltergust 3000. With that power, you'll be able to weaken enemies and solve environmental puzzles.



Game Boy Horror

Professor E. Gadd has tinkered with a popular game system to come up with a pretty amazing invention of his own. With the Game Boy Horror (GBH), you can view the mansion from first-person perspective, look at a map to see where you should go next and assess your inventory.

X Button Search View



Y Button Map Screen



Z Button Inventory



A Button: Examine/Open

In addition to vacuuming and lighting everything in your environment, you can push, pull and manipulate objects. Walk up to an object and push the A Button to make something happen. If you look at a mirror in the GBH search view and press A, you'll warp to the foyer.



B Button: Flashlight On/Off

Ghosts are afraid of the light. You can freeze most ghosts for a moment by hitting them with the beam of your flashlight. You can catch them by surprise by sneaking up to them with the flashlight turned off then turning it on when you're close. They'll stop in their tracks!



By pressing the Z Button, you'll switch to a view of your growing treasure and gallery ghost collection. Move the C Stick to single out each ghost and press the A Button to find out what makes it tick.



GHOST CAPTURING 101



Professor E. Gadd's gallery ghosts have escaped from their portraits and are causing havoc in the mansion. Master the basics of Boo-besting and suction up the spirits with the Poltergust 3000.

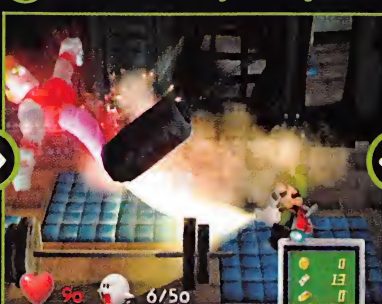
Steps for Success

The mansion is shrouded in darkness and packed with poltergeists. When you capture roaming spirits and gallery ghosts, you'll earn treasure and keys and restore light to the mansion. Every key unlocks a different door. When you earn a key, the Game Boy Horror map will show you where to go. Enter the new room, then figure out how to capture the ghosts so you can restore light to the room and earn another key or item. When the Boos are loose, you'll find them hiding in most lit rooms. Capture them.

1 Go to a New Room



2 Solve a Mystery



3 Capture Ghosts



4 Collect a Prize



5 Find Treasure



6 Collect a Boo



When you find the key to a new room, you can explore the room and restore light to it by capturing its ghosts.

Restore and Save

To survive your haunted mansion journey, you've got to keep an eye on your hit points and save your progress often. Big hearts restore 50 hit points. You'll find them in several locations, including the nursery's heart-shaped dresser. Restore all of your hearts, then talk to Toad to save data.





Flash and Capture

1 WATCH OUT!

The roaming spirits of the mansion will try to catch you off guard by sneaking up behind you. Sometimes you'll see them. Sometimes you'll see only their shadow or a wisp of smoke. Watch for the signs and get ready to catch them.

2 FREEZE!

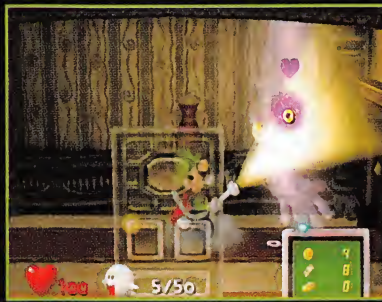
When you've got a ghost frozen in your flashlight beam and you can see its heart and hit points, you can capture it with the Poltergust 3000. Some ghosts freeze as soon as you light them up. Other ghosts are more wily and will freeze only when you find their weaknesses.

3 GOTCHA!

Capturing a ghost is a lot like fishing. Once you've got it hooked, you can reel it in by pulling away from it with the Control Stick and finessing it with the C Stick. You'll see the ghost's hit points deplete as you pull.



Press and hold the B Button to turn off your flashlight, then aim at a ghost and release the button to freeze it in the light.



Some ghosts appear from above. Use the C Stick to point the beam upward, then reel in the spirit.



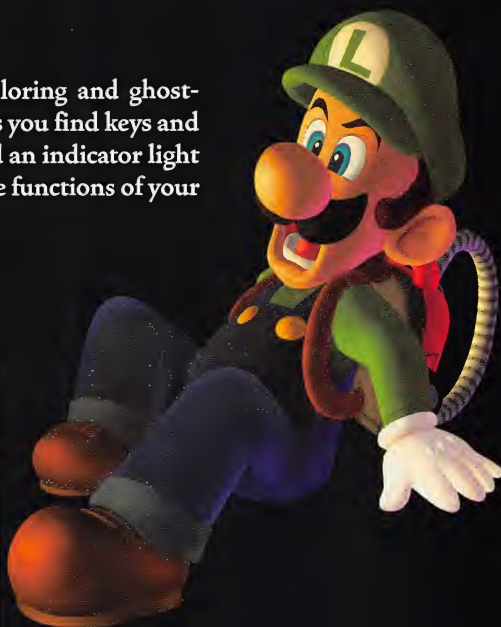
Gallery ghosts put up quite a struggle while you're reeling them in. Use your Control Stick and C Stick for more pull and don't let go.



You'll lose your grip on a ghost if it manages to wriggle away or if another ghost hits you. Avoid contact with the spirits.

Help from Game Boy Horror

Professor E. Gadd's Game Boy Horror is fully equipped for all of your mansion-exploring and ghost-capturing needs. The Game Boy Horror's features include a dynamic map that changes as you find keys and clear rooms, a camera that lets you see the mansion interior from Luigi's perspective and an indicator light (Boo Radar) that flashes when you are close to a hidden Boo. Take some time to learn the functions of your Game Boy Horror and use them often.



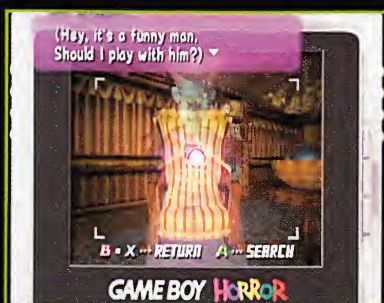
CHECK THE MAP

The Game Boy Horror map displays a rotating layout of every mansion floor. The rooms that you have not yet explored are dark gray on the map. Rooms that you have restored light to are a color that corresponds to the room's mission area.



GET A CLUE

Before you capture one of the mansion's 23 gallery ghosts, you must find a way to expose its heart by solving a puzzle in the ghost's room. If you look at the ghost's heart through the GBH, you can get a puzzle-solving clue.



SEE THE 4TH WALL

When you view the action from a third-person perspective, one of the walls in the room will be transparent. You can look at that wall and other details of the room from the Game Boy Horror's first-person perspective view.



UNCOVER THE BOOS

Early in your adventure, you'll release a group of 50 Boos. They will scatter all over the mansion. When that happens, Professor E. Gadd will refit your Game Boy Horror with Boo Radar—a light that lets you know if a Boo is hidden in the room. If you're far from a Boo's hiding place, the light will appear yellow. As you get closer, it will flash then turn red.



TRACK THEM DOWN

It's not easy to capture a Boo. They are not as affected by the suction power of your vacuum as other ghosts are. If a Boo gets away, watch where it goes and chase it down. If you let it go for several seconds, it will hide somewhere else on the same floor.





Vacuum Attachments—Fire, Water & Ice

The Poltergust 3000 is equipped to pull in Fire, Water and Ice Elementals and spit them out in their elemental forms. You can use the elements to solve puzzles and weaken spirits. When you collect the Fire Element Medal, for example, you'll be able to capture spritelike Fire Elementals then use your Poltergust 3000 as a flamethrower to light candles and melt the hearts of frozen ghosts. The elements have a triangular relationship. Fire beats ice, ice beats water and water beats fire.

PULL IN ELEMENTALS

You'll find sources of every element on every floor. When you have an Element Medal, you can coax an Elemental of the corresponding variety from its source and pull it in. Your element meter will fill up to show how much of the element you can expend. Press the L Button to start firing.



FIRE POWER

When you have the ability to spit fire, you will be able to melt icy ghosts and set fires. You can often trigger special events by lighting candles.



WATER POWER

The power of the Water Elemental allows you to extinguish fires, fill the bowl of a thirsty dog and nourish plants, with treasure as your reward.

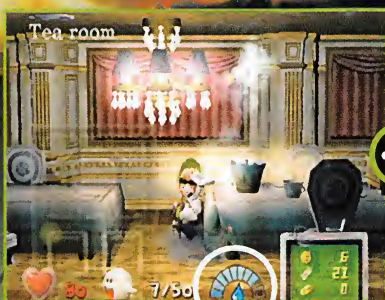


ICE POWER

Harness the power of Ice Elementals to freeze watery ghosts, break vases in the ceramics studio and solidify a rancid river in the pipe room.



You can let out the power of an Elemental slowly by lightly pressing the L Button, or send it out in a concentrated blast by pressing the button until it clicks.



You can hold the power of only one element at a time. If you want to switch elements, find the source of the new element and pull in a corresponding Elemental.





Shrinking Shroom

Small, spotted mushrooms are bad news. If you come into contact with a shroom, it will shrink you and make you unable to use the Poltergust 3000 for a short time. If you are suffering the effects of a shrinking mushroom, try to hit ghosts with the beam of your flashlight to make them freeze, then disappear—so they won't hit you and cause damage.



Paper Luigi

There are trapdoors all over the mansion. They are always on walls that are within full view. If you turn the knob of a trapdoor, the door will fling open and flatten you. Trapdoors don't show on the map. If you are suspicious about a door, look at the map. If it isn't there, it's a trap.



Warp Mirror Magic

The mirrors of the mansion are connected to each other. When you center your Game Boy Horror first-person perspective view on a mirror and press the A Button, you'll warp to the foyer. The only mirror that won't warp you is the wall-to-wall mirror in the mirror room.



Shake It Off

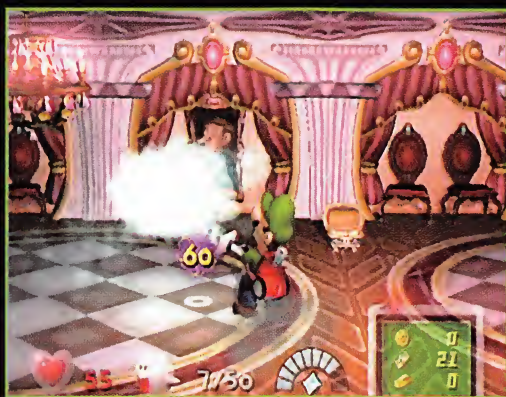
Several varieties of mansion ghosts will grab you from behind and hold onto you, making it impossible for you to reach your Poltergust 3000. When a ghost has you in its grasp, move the Control Stick back and forth rapidly to shake it off.





Frozen Boo

When you pull a Boo out of its hiding place, it will fly around the room quickly and try to get away. If you have the power of an Ice Elemental, you can slow down the wild Boo with a shot of icy mist then switch to suction and pull it in.



Multighost Bonus

When ghosts attack in groups, you can freeze them with your flashlight, two or three at a time, and pull them in. If you manage to freeze ghosts in bunches, they will produce small hearts as they disappear into the vacuum. Collect the hearts before they vanish.



Hearts replenish your hit points. You'll find a big heart, worth 50 hit points, on every floor. Seek them out if you need a recharge.

Hallway Horrors

Hallways are packed with low-hit-point ghosts who materialize and attack when you pass certain areas. If you capture a ghost in a hallway, it will pop up again later. After you collect area bosses, corresponding halls will light up and the ghosts will disappear for good.



Hallway spirits pop down from above or appear in the middle of the hall and throw exploding bowling balls. Get out of the way!



When you beat the mansion bosses, you'll restore light to some hallways and banish the ghosts for good.





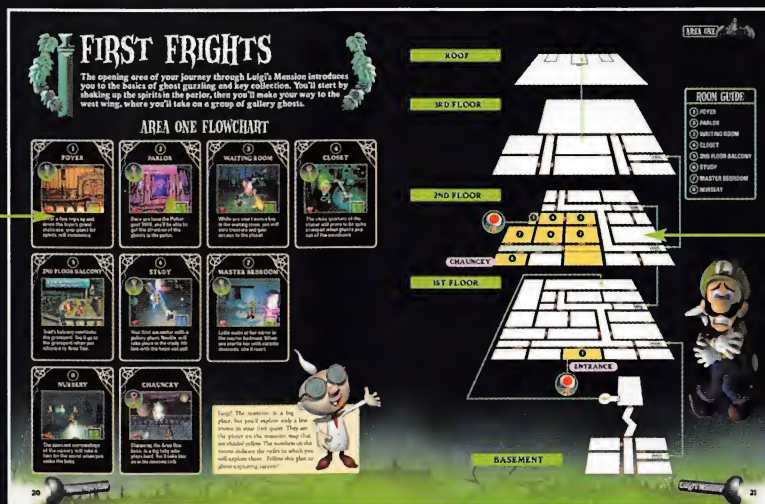
LET US GUIDE YOU



Luigi's Mansion is a fun, spirited adventure with lots of tricks and secrets. The Official Nintendo Player's Guide breaks down the strategies in an easy-to-read format. Use the explanations below to get the most out of the strategy sections.

FLOWCHART

The first page of strategy coverage for every area includes a flowchart that will take you quickly through the area, room by room. For more info on each room, keep reading.



MAP

Near the beginning of each area's strategy section, you'll see a map of the entire mansion, with the rooms that you'll explore in the area highlighted.

FLOOR MAP

Next to every room description, you'll see a small map of the current floor, with the current room highlighted.



BOO

Thirty-five of King Boo's band of 50 Boos will scatter and hide in rooms throughout the mansion. Room descriptions show the hidden Boos and expose their hit point totals.

ROOM MAP

The room map gives you a detailed look at the floor, the furniture and all four walls.

PROFESSOR'S ADVICE

Professor E. Gadd is loaded with advice on how to survive the mansion's frights. He'll chime in on some guide pages.

MAP KEY

→ LAUNDRY..... ROOM CONNECTION

♥..... BIG HEART

..... MIRROR

..... STONES

..... MARIO'S LOST ITEMS

..... SAVE POINT

..... GOLD BAR

..... KEY

..... BLUE GHOST

..... DIAMONDS

AREA ONE





FIRST FRIGHTS



The opening area of your journey through Luigi's Mansion introduces you to the basics of ghost guzzling and key collection. You'll start by shaking up the spirits in the parlor, then you'll make your way to the west wing, where you'll take on a group of gallery ghosts.

AREA ONE FLOWCHART

1
FOYER



After a few trips up and down the foyer's grand staircase, your quest for spirits will commence.

2
PARLOR



Once you have the Poltergust 3000, you'll be able to get the attention of the ghosts in the parlor.

3
WAITING ROOM



While you won't earn a key in the waiting room, you will earn treasure and gain access to the closet.

4
CLOSET



The close quarters of the closet will prove to be quite cramped when ghosts pop out of the woodwork.

5
2ND FLOOR BALCONY



Toad's balcony overlooks the graveyard. You'll go to the graveyard when you advance to Area Two.

6
STUDY



Your first encounter with a gallery ghost, Neville, will take place in the study. Hit him with the beam and pull.

7
MASTER BEDROOM




Lydia waits at her mirror in the master bedroom. When you startle her with outside elements, she'll react.

8
NURSERY



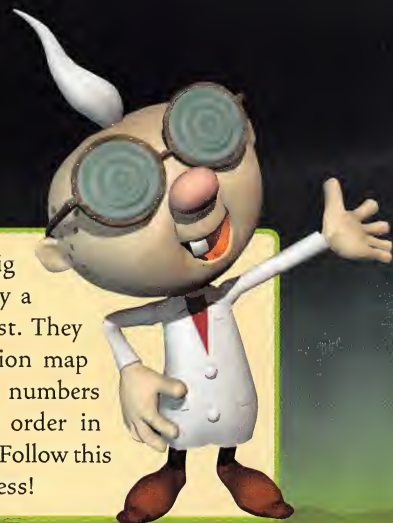
The innocent surroundings of the nursery will take a turn for the worst when you wake the baby.

CHAUNCEY



Chauncey, the Area One boss, is a big baby who plays hard. You'll take him on in his massive crib.

Luigi! The mansion is a big place, but you'll explore only a few rooms in your first quest. They are the places on the mansion map that are shaded yellow. The numbers on the rooms indicate the order in which you will explore them. Follow this plan to ghost-capturing success!



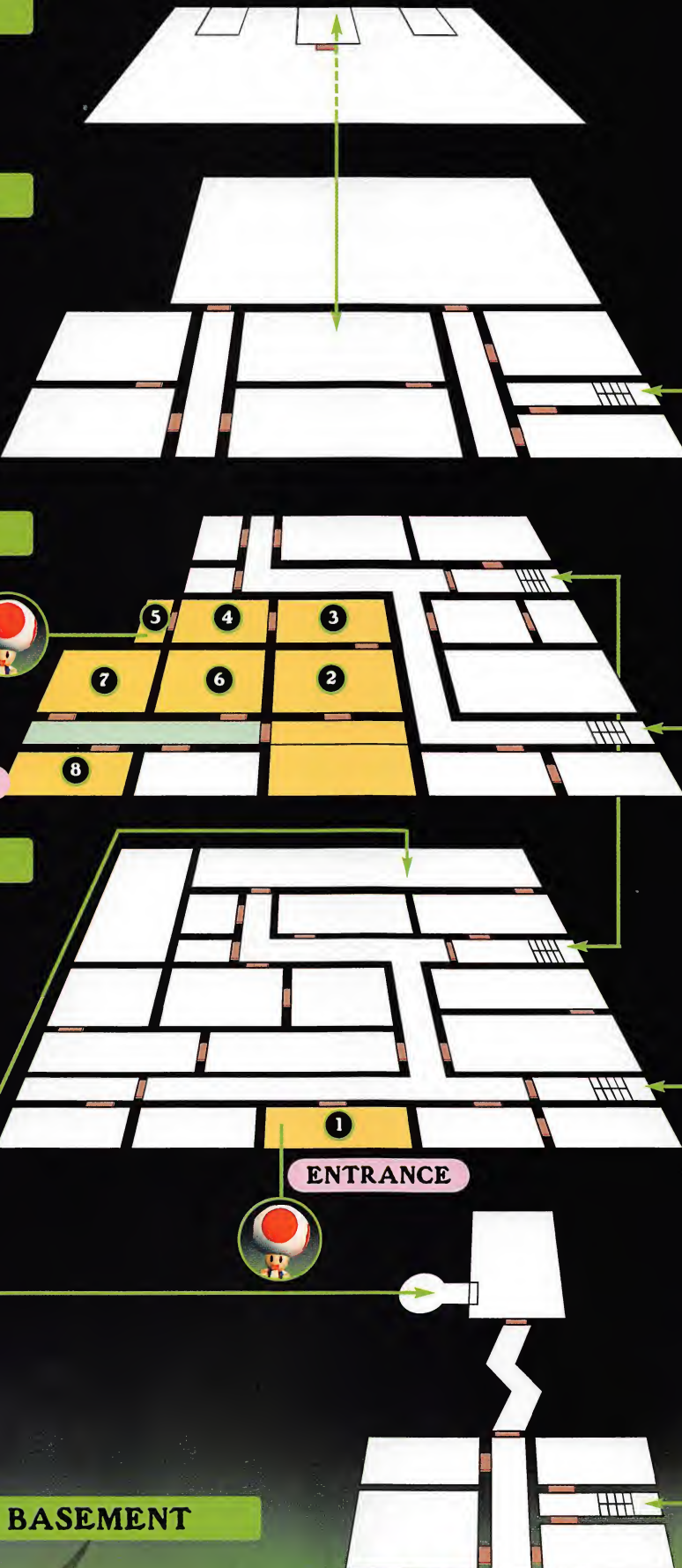


ROOF

3RD FLOOR

2ND FLOOR

1ST FLOOR



ROOM GUIDE

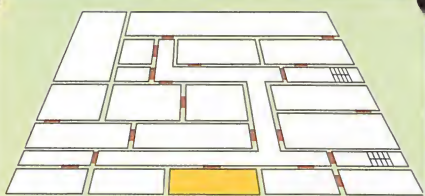
- ① FOYER
- ② PARLOR
- ③ WAITING ROOM
- ④ CLOSET
- ⑤ 2ND FLOOR BALCONY
- ⑥ STUDY
- ⑦ MASTER BEDROOM
- ⑧ NURSERY



BASEMENT

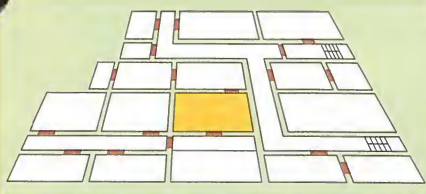
FOYER

1ST FLOOR



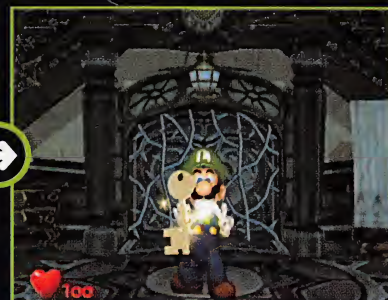
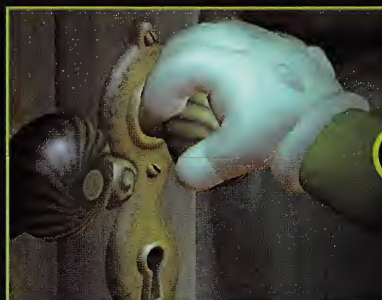
PARLOR

2ND FLOOR

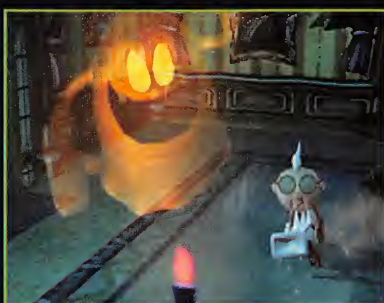


Exploration Explanation

The key to getting around in Luigi's Mansion is to interact with everything. When you enter the foyer for the first time, you'll find a sweeping staircase and three locked doors. After you test the door at the top of the staircase and go back down to the ground floor, you'll experience your first ghost encounter when a wispy spirit flies through the parlor door, leaving a key behind. Climb back to the top of the stairs and use the key to open the parlor door.



Check the parlor door at the top of the stairs, then head back down to the main entrance. When you get to the ground level, you'll see a ghost drop the key.

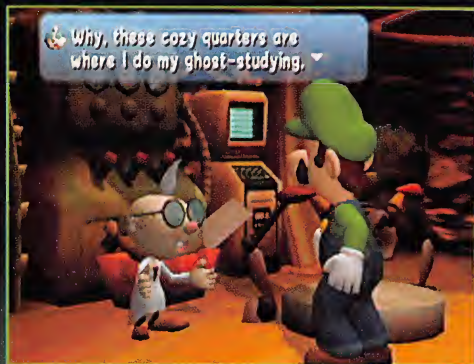


In the parlor, you'll meet up with Professor E. Gadd and learn about his efforts to curb the ghost population.

The Professor Provides Pull

When Professor E. Gadd takes you back to his ghost research laboratory, he'll tell you that he feels that he's too old to chase ghosts. He needs help from a young hero. When you follow him

to his ghost research laboratory, he'll give you the equipment that you need to clean up the mansion's ghost problem—a tricked-out vacuum with powerful pull.

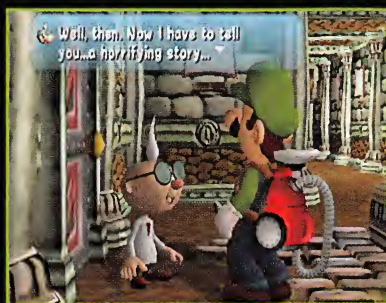


Professor E. Gadd will give you the Poltergust 3000 and a lesson in ghost-capturing tactics. Hit ghosts with the beam of your flashlight. When you see their hearts, you can pull them in.



Go to the Gallery

In his many ghost-gathering expeditions, Professor E. Gadd has amassed a collection of 23 spirits and placed them in paintings. If you visit the professor's gallery at the beginning of your adventure, you'll see that the canvases are empty, thanks to the mischievous maneuverings of King Boo. When you capture the gallery ghosts that are floating free in the mansion, the professor will put them back into their portraits. Between mansion missions, you'll see the gallery's growing portrait population.



Gallery ghosts put up quite a struggle. If you display good vacuuming techniques and hold onto them, they'll produce pearls as they wriggle and writhe.



When the professor places them back into their portraits, the ghosts that held onto their pearls or broke away several times will show a defiant pose.



The ghosts that you captured without incident will display more compliance.

The Haunt Hunt Begins

With your vacuum, flashlight and Game Boy Horror in hand, you'll return to the mansion to begin the quest to gather the ghosts and save Mario. Talk to Toad in the foyer to learn what you can about Mario's whereabouts. Climb the staircase, enter the parlor and get ready to start reeling in the spirits.



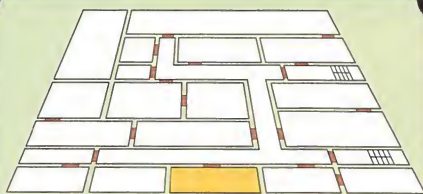
HORROR HELP

Professor E. Gadd has a big bag of tricks. In addition to the vacuum, he'll provide you with his own variation of a popular game system. The Game Boy Horror (GBH) equips you with a map of the mansion, a first-person perspective view of your immediate surroundings and information about the gallery ghosts. He'll add another feature later.



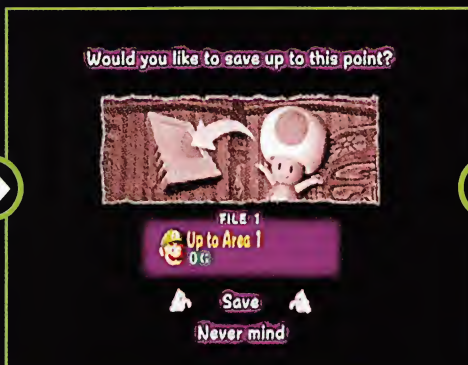
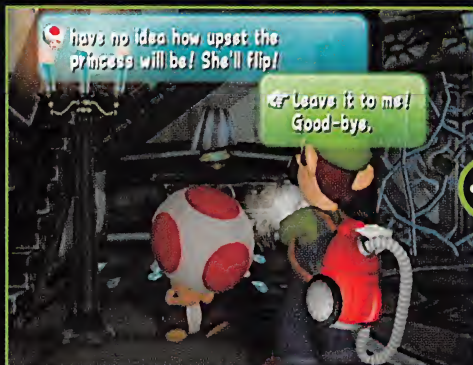
1 FOYER

1ST FLOOR



Take Time with Toad

You'll find Toad in several mansion locations. The helpful servant of Princess Peach has been monitoring Mario's situation. Talk to Toad for information, tell him that you'll do what you can to help and let him save your progress onto a Nintendo GameCube Memory Card. Later on, when you search for King Boo's hidden helpers, Professor E. Gadd will also offer to save data. Whenever you start a saved game, you'll begin in the foyer.

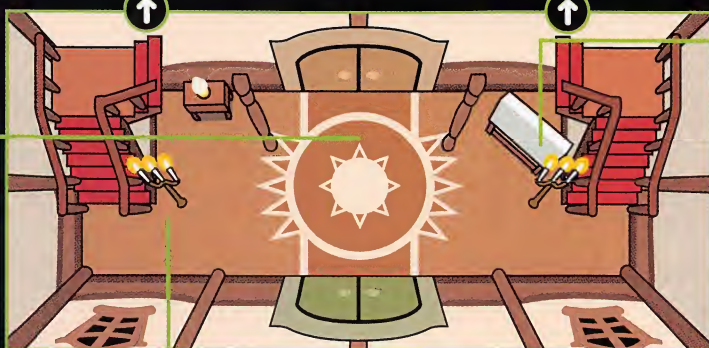


Toad is terrified that he'll never see Mario again. Talk to him and tell him that you're on the case. He'll cheer up and bring light to the room. If your Nintendo GameCube is equipped with a Nintendo GameCube Memory Card, he'll also offer to save your game.

PARLOR

PARLOR

PARLOR KEY



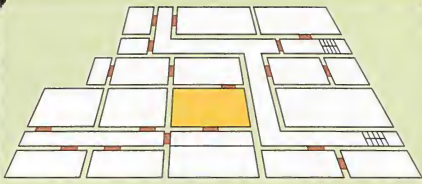
You can escape the depths of Luigi's Mansion by focusing your Game Boy Horror on any mirror except the mirror room's mirror. You'll magically warp to the foyer.



If you walk into the center of the foyer, there's a chance that the chandelier will fall. When that happens, step out of the way. If it hits you, you'll lose hearts. The chandelier holds bills and coins. Train your vacuum on the hanging light to collect the cash.



2 PARLOR 2ND FLOOR



When Paintings Attack

When you return to the parlor after your first meeting with Professor E. Gadd, you'll find the place eerily quiet. Search the drawers and cabinets for cash, then point your vacuum nozzle in the direction of the painting on the far wall. When you extinguish the candles on both sides of the painting, all of the portraits in the parlor will come to life and produce a gaggle of ghosts. Capture them to earn a key.

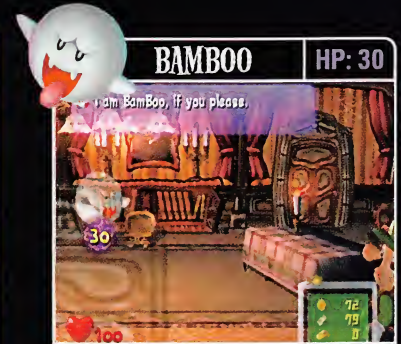
WAITING ROOM

WAITING ROOM KEY

CHANDELIER



FOYER



When you explore the storage room in Area Two, you'll release King Boo and 50 smaller Boos. The Boos will scatter and hide all over the mansion. One of the first Boos that you can find will be hidden in the parlor.



Extinguish the candles on both sides of the painting on the far wall of the parlor. When the flames go out, the parlor's paintings will come to life and summon a ghost attack.



GBH KEY LOCATION

The Game Boy Horror has a built-in key recognition database. Whenever you earn a key, the GBH will bring up the map automatically and show you which door the key unlocks. You can consult the map anytime to see if you have keys for any locked doors. The keys will appear on the map, floating over the matching doors.



After your first encounter with mansion ghosts is over, you'll restore light to the room and earn a key.

3 WAITING ROOM

2ND FLOOR



They're Here!

When you step into the waiting room for the first time, an ethereal force field will cover both exits and a group of ghosts will attack, often two or three at a time. Turn your flashlight on them to expose their hearts and pull them in.



CLOSET



PARLOR

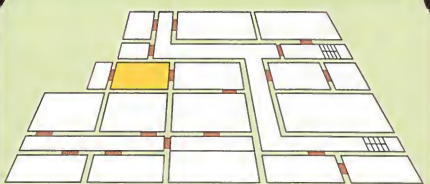
BOOTH

HP: 50



4 CLOSET

2ND FLOOR



Wardrobe War

The ghosts in the closet are a bit slippery. Some of them hide in the wardrobes, waiting for you to open the doors before they pop out. Others—the ones shaped like garbage cans—toss banana peels. Be cautious, vacuum up the peels when you see them and keep fighting until all of the ghosts are gone.



GAMEBOO ADVANCE

HP: 30



WEST WING KEY



WAITING ROOM

2ND FLOOR BALCONY



The garbage can ghosts toss banana peels. If you slip on a peel while you're reeling in a ghost, you'll lose your grip.



The key that appears after all of the ghosts are gone is high above a rack. Pull it toward you with your vacuum power.



The ghost in the rightmost wardrobe is the first of several skittish blue ghosts that you will see. Capture it for cash.



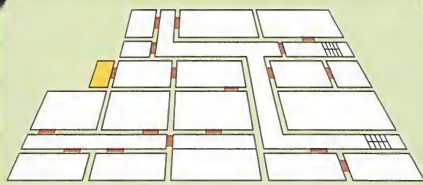
MAGIC MIRROR

Most of the mansion's mirrors are connected with a warp system. If you are lost in the mansion and you want to get out, look for a mirror and use your Game Boy Horror to focus on it. Press the A Button to warp from your current location to the foyer. The mirror-warp technique is the only way to escape from a sealed treasure room on the third floor.



5 2ND FLOOR BALCONY

2ND FLOOR



The plants on the balcony need water. When you have the Water Elemental Medal and a vacuum full of water, you can give the plants what they need. As a reward, you'll get two valuable prizes.

WATER



CLOSET

WATER

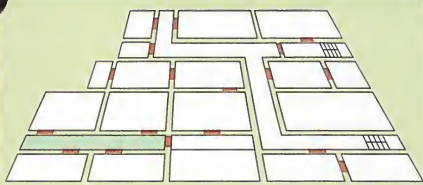
Balcony Blues

Toad worries a lot. When you meet him on the balcony that connects to the closet, you'll be able to console him. In return, he'll save your progress. The balcony overlooks a graveyard that you will visit in Area Two.



WEST WING

2ND FLOOR



Haunted Hall

The westernmost section of the second floor is the first place where you will encounter mice, bats and gallery ghosts. Press on.



Some doors are traps. When you try to open them, they'll swing open and flatten you. Look at your Game Boy Horror map to see if the door that you are about to open is displayed. If it isn't shown, it's a trap.



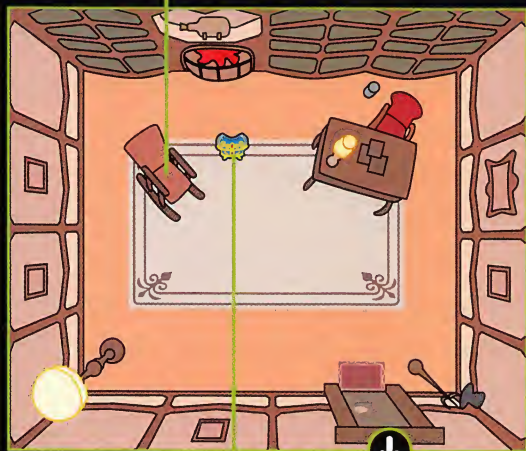
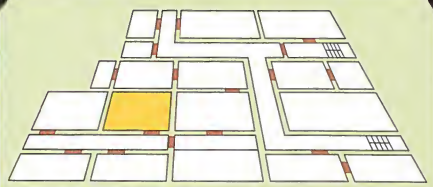
GET A CLUE

Gallery ghosts are more difficult to capture than the standard room haunts. You must discover the way to expose their hearts and make them vacuum-vulnerable. The Game Boy Horror is instrumental in cluing you in on their secrets. Center the view on a gallery ghost's heart and press the A Button to learn its weakness.

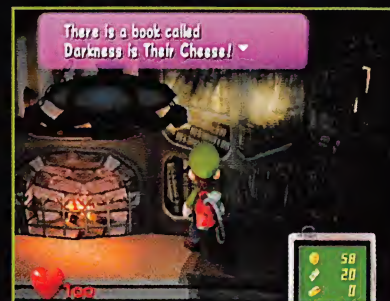


6 STUDY

2ND FLOOR



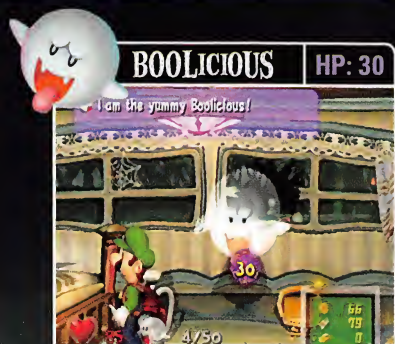
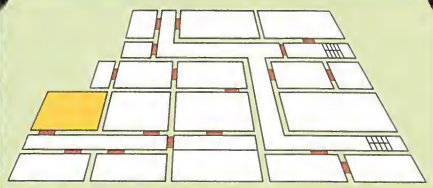
MASTER BEDROOM KEY WEST WING



You can check the books in the study by facing them and pressing the A Button. They'll give you general clues and some specifics on gallery ghosts.

7 MASTER BEDROOM

2ND FLOOR



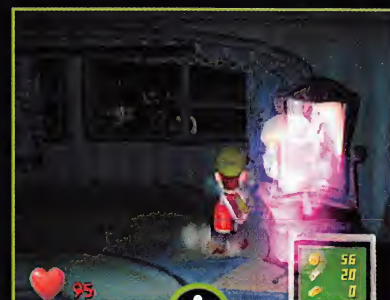
WATER



NURSERY KEY



WEST WING



Read the Signs

Every gallery ghost has an Achilles' heel—a trigger that will make it vulnerable. Neville, the gallery ghost in the study, becomes vulnerable when he yawns. Point your flashlight away from Neville and try to suction in the study's flying books. When Neville stretches and yawns, turn the light on him and fire up your vacuum. Move away from the ghost as you reel him in for more vacuum power.

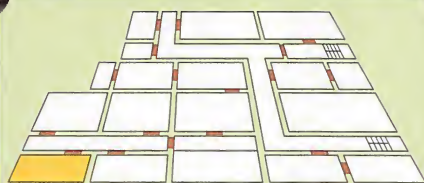
Windy Night Fright

Gallery ghost Lydia combs her hair in front of her dresser mirror in quiet reflection. If you try to shine the light on her, she'll disappear. The only way to show her heart is to give her a fright. Use the suction power of the vacuum to pull back the curtain close to her. When wind and leaves rush through a hole in the window, Lydia will react. That's your cue to shine the light on her and start pulling her in.



8 NURSERY

2ND FLOOR



MAIN HALL



MAIN HALL KEY

Rock-a-Bye Chauncey

The first leg of your journey through the mansion will come to a close when you clash with Chauncey, Neville and Lydia's bouncing Boo. After you collect a heart from the dresser, break the silence in the nursery by rocking Chauncey's horse with suction from your vacuum. The baby will wake and want to play. Pick up his ball with the vacuum, then reverse the airflow and send the ball flying in Chauncey's direction. Chauncey will respond by sending you to his boss battle arena.



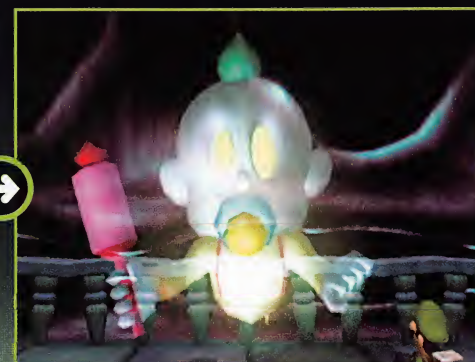
HAVE HEART

There's a big heart in the nursery dresser. Walk up to the dresser and press the A Button to make the heart pop out of a drawer. When you collect the heart, you'll recover as many as 50 hit points. Every bit helps!

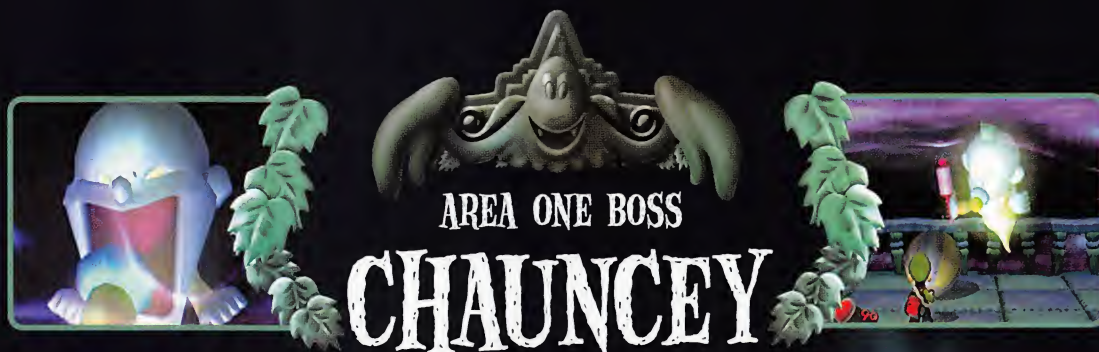


Collect the coins around the rocking horse, then make it rock with suction power. Chauncey will jump from his crib and order you to play.

Pull in the floating teddy bears and make a move for Chauncey's rubber ball.



Pull the ball in with suction power and blast it back to the baby. When the ball comes into contact with Chauncey, he'll shake his rattle and send you to the first boss battle.



HP: 100

Rattle Battle

Chauncey's arena is a giant crib. The first danger that you'll encounter in the crib will be a fleet of flying wooden horses. When a horse begins to turn

toward you, run to the left or right to avoid it. Next, several balls will bounce into the arena. One ball will remain after the others have disappeared. Pick up that ball and fire it at Chauncey. When the ball hits, Chauncey will be vulnerable.



Flying horses turn and charge. Move left or right to avoid them. When two horses come into the scene at once, stay centered. They'll fly past you on either side.



When Chauncey summons bouncing balls, run out of the way to avoid them. One ball will remain when the others disappear. Pick it up and send it flying in Chauncey's direction. Then latch onto Chauncey with the vacuum and don't let go.



If Chauncey breaks away from the power of your vacuum, he'll jump around the arena then repeat his attack. Run from the giant bouncing baby!



Your reward for victory over the first trio of gallery ghosts is the pink key. When you return to the foyer, use the key to enter the big door on the ground floor.

AREA TWO



BOO BOOM

The second leg of your journey through the mansion takes place on the ground floor. There, you'll get clues about Mario's whereabouts, earn Element Medals and go face-to-face with King Boo and his helpers. The Boos will take flight, but you'll catch them in the end.

AREA TWO FLOWCHART

1
BATHROOM



The only unlocked door on the ground floor leads to the bathroom. Take on ghosts there to earn a key.

2
BALLROOM




Spectral Shy Guys and a couple of whirling gallery ghosts will give you a fright in the ballroom.

3
STORAGE ROOM



You'll discover some hidden switches in the storage room and release a big group of Boos. Whoops!

4
WASHROOM



Once you collect some of the escaped Boos, Toad will let you explore the washroom for a key.

5
MIRROR ROOM



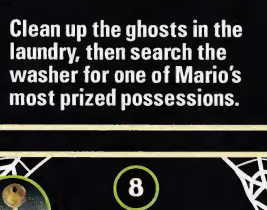
In the mirror room, you can find ghosts only by seeing their reflections. Collect them to earn a fiery prize.

6
FORTUNE-TELLER'S ROOM



Madame Clairvoya will help you find Mario if you bring her the clues that he has left behind.

7
LAUNDRY ROOM




Clean up the ghosts in the laundry, then search the washer for one of Mario's most prized possessions.

8
BUTLER'S ROOM



When you draw Shivers, the butler, to his room, you'll be able to capture him and add him to your collection.

9
HIDDEN ROOM



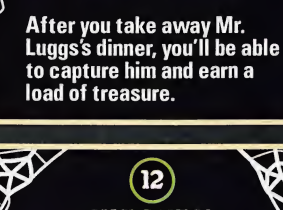
The room next to Shivers' quarters is full of treasure and nasty ghosts.

10
CONSERVATORY



Melody Pianissima will play for you in the conservatory. After the concert, you can capture her.

11
DINING ROOM



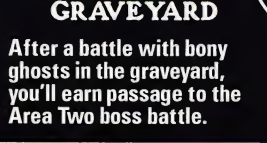
After you take away Mr. Luggs's dinner, you'll be able to capture him and earn a load of treasure.

13
BONEYARD



When you figure out how to capture Spooky the bulldog, you'll be able to enter his boneyard house.

14
GRAVEYARD



After a battle with bony ghosts in the graveyard, you'll earn passage to the Area Two boss battle.

BOGMIRE



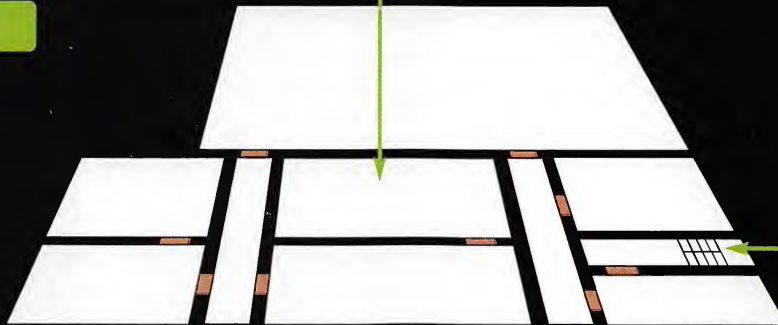
Shadowy spectres will attack you in Bogmire's arena. Use their shadows to catch the creepy creature.



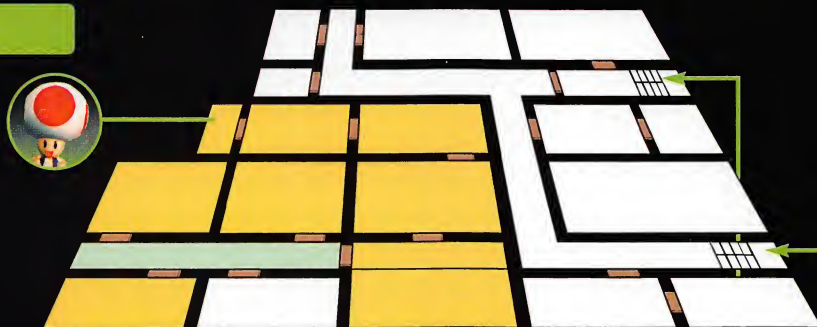
ROOF



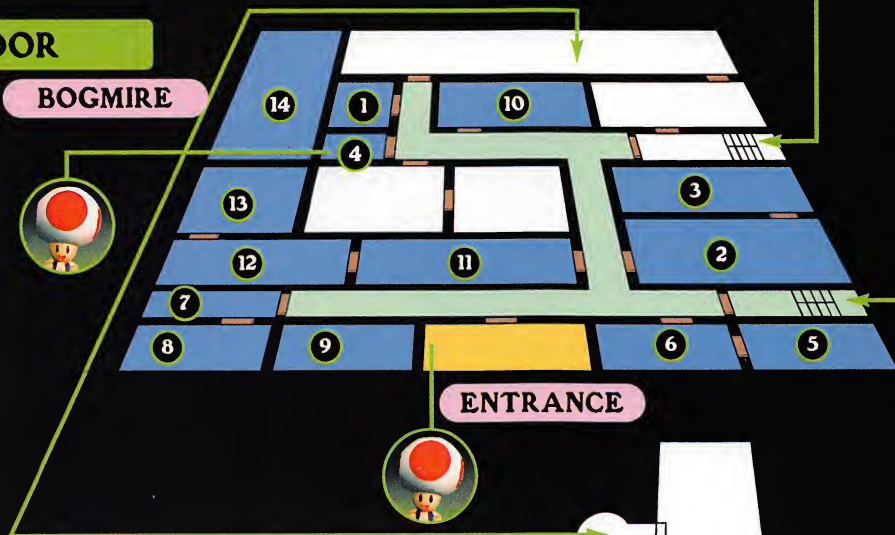
3RD FLOOR



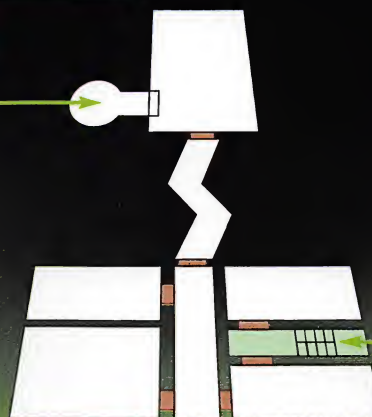
2ND FLOOR



1ST FLOOR



BASEMENT



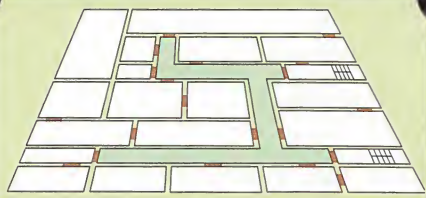
ROOM GUIDE

- ① BATHROOM
- ② BALLROOM
- ③ STORAGE ROOM
- ④ WASHROOM
- ⑤ MIRROR ROOM
- ⑥ FORTUNE-TELLER'S ROOM
- ⑦ LAUNDRY ROOM
- ⑧ BUTLER'S ROOM
- ⑨ HIDDEN ROOM
- ⑩ CONSERVATORY
- ⑪ DINING ROOM
- ⑫ KITCHEN
- ⑬ BONEYARD
- ⑭ GRAVEYARD



MAIN HALL

1ST FLOOR



Hallway Horror

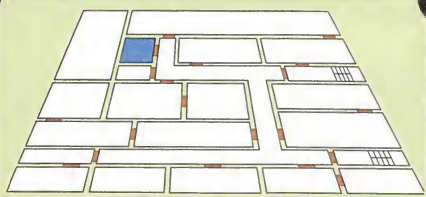
With Chauncey's pink key in hand, you can approach the door to the main hall and make the force field around the door disappear. When you enter the hall, you'll encounter a large collection of mice, bats and surprising ghosts. Keep your vacuum running for protection while you explore.



Some ghosts pop down from above and strike a scary pose. Others throw strikes with exploding bowling balls. If you pull the ghosts in with your vacuum, they'll disappear for a while, but they will eventually come back to haunt you again.

1 BATHROOM

1ST FLOOR



RICH RODENT

You'll find many mice in the main hall, but only one gold mouse. When you see it scurry down the hall, chase it down and suction it up. You'll earn gold coins and bills as a reward for catching the speedy critter. You'll find other gold mice later. Catch them if you can. Every little bit of cash adds up.

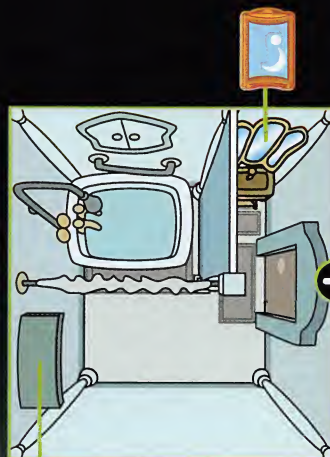


Shake Off Spirits

The bathroom in the back of the hall is the first room that you will be able to enter on the ground floor. The ghosts in the room will try to grab you. If they get their arms around you, shake them off by moving the Control Stick back and forth. Then hit them with the beam of the flashlight and capture them with vacuum power.



Shake off the grabbing ghosts and capture them with your vacuum. When the spirits are gone, a key will appear on a shelf. You can pull it off the shelf with suction.



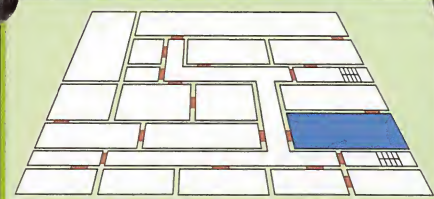
→ MAIN HALL

BALLROOM KEY



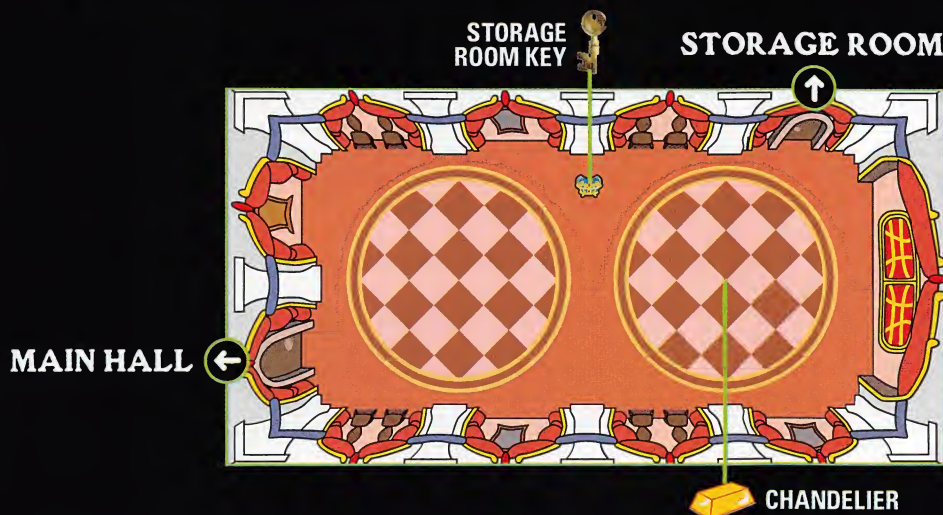
2 BALLROOM

1ST FLOOR



Ballroom Brawl

Your battle in the ballroom will be a challenging test of your vacuuming tactics. The first group of ghosts that you will encounter is a collection of six see-through Shy Guys. Pull their masks off with your vacuum, then hit them with your flashlight beam and pull them in. When the Shy Guys are gone, you'll go up against the Floating Whirlindas, a graceful pair of gallery ghosts. Wait for the Whirlindas to spin dramatically and bow, then stun and capture them.



Unmask the spirit Shy Guys with vacuum power, then light them up and pull them in.



If you take on the Shy Guys in pairs, you will avoid being overwhelmed by all six of them at once.



Shy Guys pack a punch. If you get too close to them, they'll clobber you.

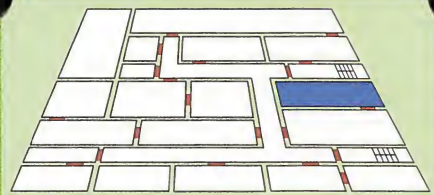


When the Shy Guys are gone, the turntables will start spinning and the Floating Whirlindas will appear. You must be close to the Whirlindas to see them. Capture them after they bow.



3 STORAGE ROOM

1ST FLOOR



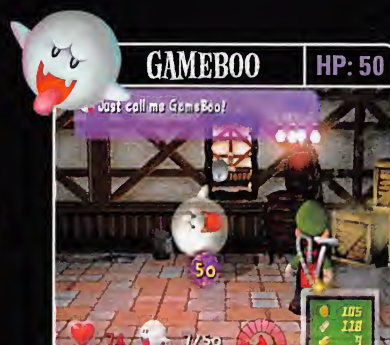
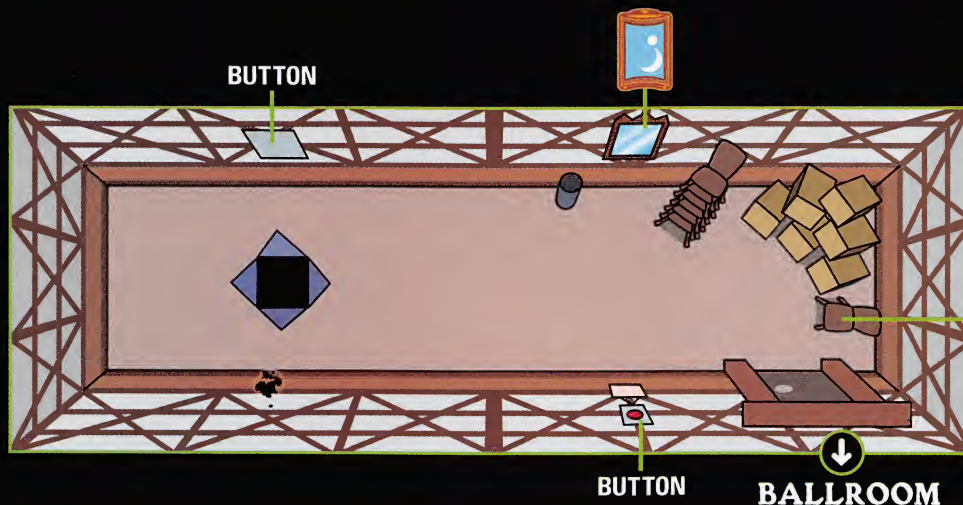
Release the Boos

The storage room is a hideout for a large collection of Boos. To find them, you must first expose their hiding place. Collect the stray ghosts, then look into the mirror. You'll see a switch on the opposite wall. When you push the button, the west wall will roll away to reveal another part of the room. There, you'll find a trapdoor on the floor and another button on the wall, behind a poster. Pull away the poster and push the button. The trapdoor will open and the Boos, led by King Boo, will escape. You must find and capture most, if not all, of the fleeing Boos.

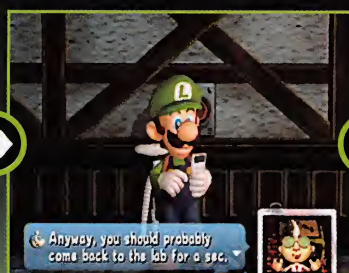


After you clean up the storage area with your Poltergust 3000 and restore light to the room, you'll see the reflection of a wall switch, through the mirror.

You can also see the switch by using the Game Boy Horror's first-person perspective view. Push the button to make the room expand.



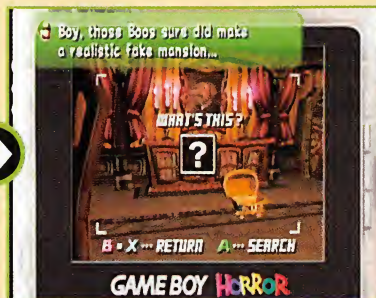
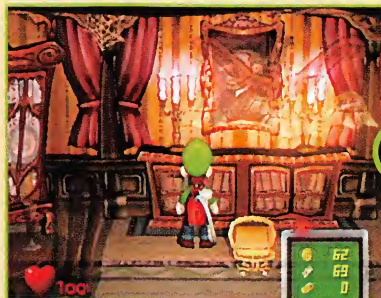
The west half of the room features a trapdoor and another button. You'll find the button by pulling a poster off the wall with your vacuum. When you push it, King Boo and 50 other Boos will escape—Boo boom!





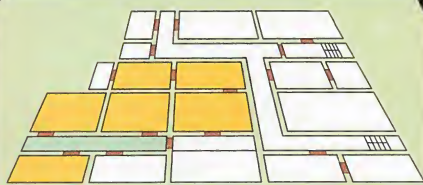
BLINKING BOO RADAR

Your Game Boy Horror has a secret feature that will help you find hidden Boos. It's the Boo Radar. If a Boo is in a room, the GBH light will blink yellow then red as you get closer to the Boo. You can also select objects with your GBH to find Boo hiding places. Pull Boos from the objects and capture them with your ghost-guzzling Poltergust 3000.



AREA ONE

2ND FLOOR



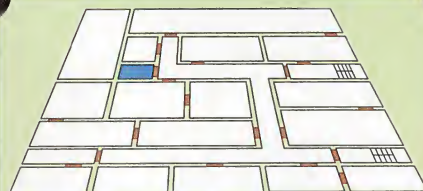
Back to the Boos

Boos are afraid of the light. They hide in dark areas of lit rooms. You'll find a Boo in nearly every room that you have lit. Use the Boo Radar to capture the Boos in the lit rooms on the second floor. If they get away, chase them. Once you collect five Boos, the professor will point you in a new direction.



4 WASHROOM

1ST FLOOR



Frightened Flush

When you have five Boos under your belt, the professor will tell you to freshen up in the washroom. You'll see that the washroom on the first floor is open for exploration. When you go there, you'll find Toad in a tizzy. The mushroom man has flushed the key to the fortune-teller's room. Console Toad, then search the toilet. The key will pop up. Collect the key, save your progress with Toad and move on.



If you try to enter the washroom before you collect at least five Boos, a frightened Toad will tell you to come back later when there are fewer roaming ghosts. Collect the Boos, then return to the washroom and talk to Toad.



MAIN HALL

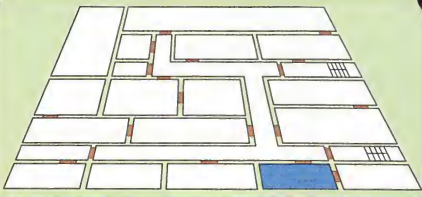
FORTUNE-TELLER'S ROOM KEY



The key to the fortune-teller's room is in the toilet. Walk up to the toilet and press the A Button to make the key pop out.

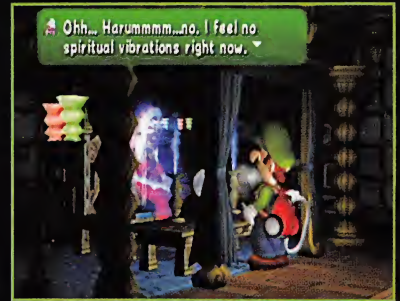
FORTUNE-TELLER'S ROOM

1ST FLOOR



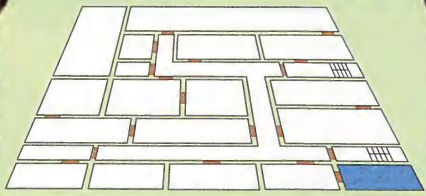
No Fire, No Key

There are candles in all corners of the fortune-teller's room. If you can light them, a key will appear. Before you move on to the next room, in search of a way to light the candles, use your GBH to look at the crystal ball. Madame Clairvoyance will appear. If you speak to her, you'll learn that she is not ready to tell your fortune.



5 MIRROR ROOM

1ST FLOOR



Ghostly Reflections

As you explore the mirror room, you'll see the reflections of ghosts in the room's wall-to-wall mirror. Turn the flashlight on them and pull them in with your Poltergust 3000. When you collect all of the ghosts, a force field will cover the exit and a chest containing the Fire Element Medal will appear. Collect the medal, get a Fire Elemental from the torch in the room and light the candles to make the force field disappear.

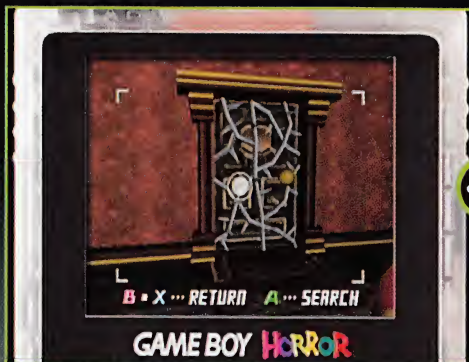
FORTUNE-TELLER'S ROOM



FIRE ELEMENT MEDAL



The mirror in the mirror room is the one exception to the warp rule. You can warp to the foyer by looking at any other mirror through the Game Boy Horror.



When you light up the mirror room to produce the Fire Element Medal, a force field will cover the door. Pull in a Fire Elemental from the torch to fill your fire meter. You'll be able to throw flames by pressing the L Button. Use your new flame-throwing ability to light the candles. The force field will disappear when the candles are blazing.



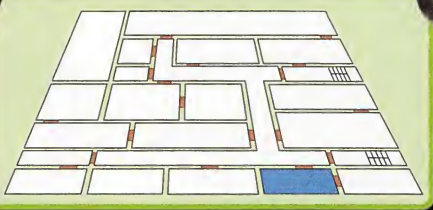
FIRE POWER

With the Fire Element Medal in your possession, you can collect Fire Elementals and spit them out in the form of candle-lighting, ghost-burning flames. Several candles and torches in the mansion have ever-burning flames. When you train the Poltergust 3000 on them, you can pull out the Fire Elementals and capture them.



6 FORTUNE-TELLER'S ROOM

1ST FLOOR



Candle Key

The Fire Element Medal will help you solve several mansion puzzles. When you return to the fortune-teller's room with the medal and a full fire meter, light candles in the corners. The laundry room key will appear on top of a tall post. Pull it down with the power of your Poltergust and advance to the laundry room.

MAIN HALL



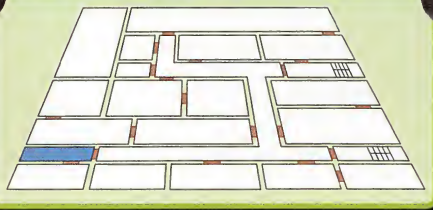
Use the flame-throwing capabilities of the Poltergust 3000, made possible by the Fire Element Medal, to light the candles in the fortune-teller's room. When the candles are lit, the laundry room key will appear.

MIRROR ROOM

LAUNDRY ROOM KEY

7 LAUNDRY ROOM

1ST FLOOR



Clean Cap

The laundry room holds a few ghosts, some treasure and a special item that Mario has left behind. Capture the ghosts, collect the treasure and check the washing machine. The lid will spring open and Mario's cap will pop out. Mario left the cap to let you know that he is in the building, waiting for you to find him. Bring it to Madame Clairvoyant for more details on Mario's disappearance.

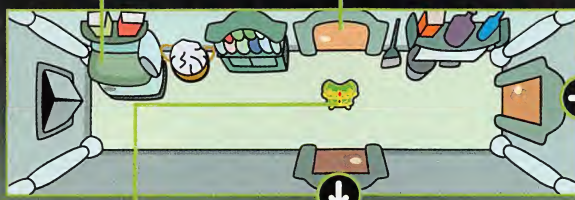


BOOGIE

HP: 40



MARIO'S CAP



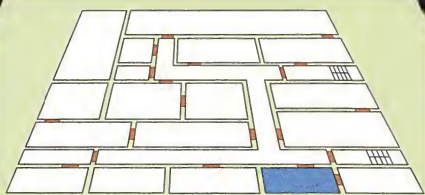
BUTLER'S ROOM

MAIN HALL

The door on the facing wall is a trap. If you try to open it, you'll be flattened. You can burn it with fire.

FORTUNE-TELLER'S ROOM

1ST FLOOR



Clues from Clairvoya

Before King Boo captured Luigi's brother, Mario was able to leave five items throughout the mansion—bread crumbs that point to his whereabouts. Each time you collect one of Mario's possessions, you can take it to Madame Clairvoya, in the fortune-teller's room, for a clue. You'll get the items in the twins' room, astral hall and projection room as rewards for collecting ghosts. The items in the laundry room and courtyard are hidden. Search and suction to find them.



MAP OF MARIO'S MISSING ITEMS

2ND FLOOR

MARIO'S SHOE
See Page 57

THE TWINS' ROOM

MARIO'S GLOVE
See Page 55

PROJECTION ROOM

MARIO'S CAP
See Page 39

LAUNDRY ROOM

ENTRANCE

1ST FLOOR

MARIO'S STAR
See Page 59

ASTRAL HALL

MARIO'S LETTER
See Page 50

COURTYARD

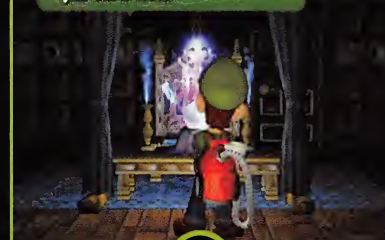
See Page 60

FORTUNE-TELLER'S ROOM

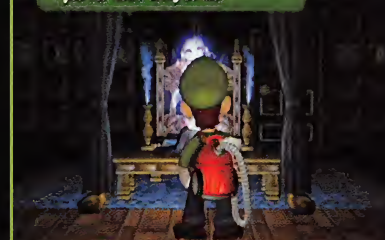
Fortune-teller's Room



Ohhhh... Harumm... I see that your Mario lives...

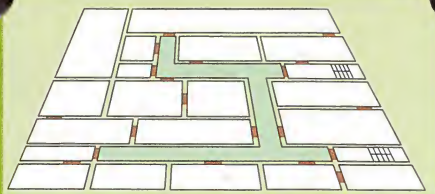


Uuuh... This is all I can tell you for now! Bring to me



MAIN HALL

1ST FLOOR



Send Shivers to His Room

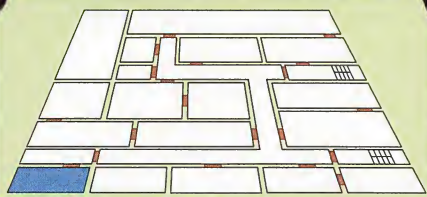
The floating candelabra in the middle of the main hall is unlit. When you fire up all of the candelabra's candles, the butler, Shivers, will materialize and float down the hall. Follow him as he zigs then zags his way to the laundry. When you reach the laundry, Shivers will move on to the butler's room. That's where you can capture him.





8 BUTLER'S ROOM

1ST FLOOR



LAUNDRY ROOM



BUCKET

CONSERVATORY KEY

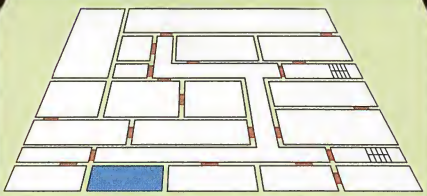


HIDDEN ROOM



9 HIDDEN ROOM

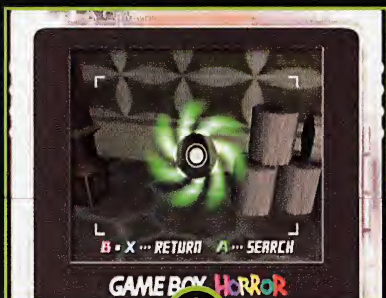
1ST FLOOR



Money from Mice

The only way to the hidden room is through a mouse hole in the butler's room. Look at the hole on the east wall through the Game Boy Horror and press the A Button. A mysterious force will create enough suction around the hole to pull you through to the hidden room. Capture the cold ghosts in the room and collect tons of treasure.

BUTLER'S ROOM



Focus on the mouse hole with your Game Boy Horror and press the A Button to create powerful suction that will pull you through. You can repeat the process on the other side to return.



ICY SPIRITS

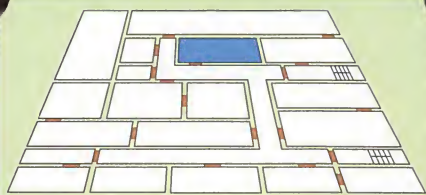
Frozen ghosts pop out of the hidden room chests that are indicated on the map. Hit the ghosts with fire to make them vulnerable. Then flash them with light and vacuum them up.

GUMBOO HP: 40



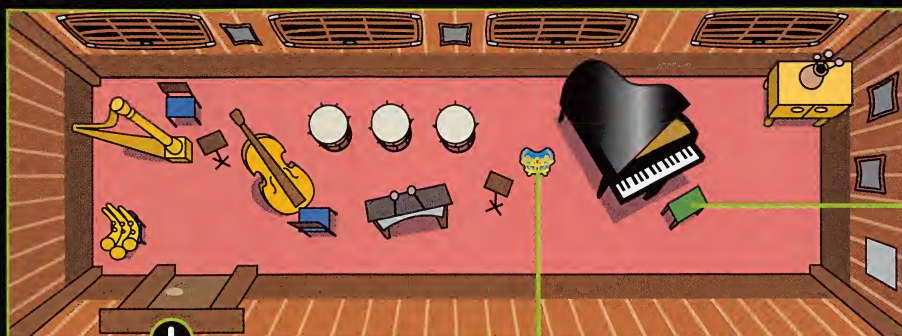
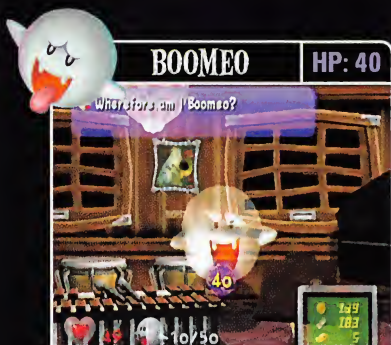
10 CONSERVATORY

1ST FLOOR



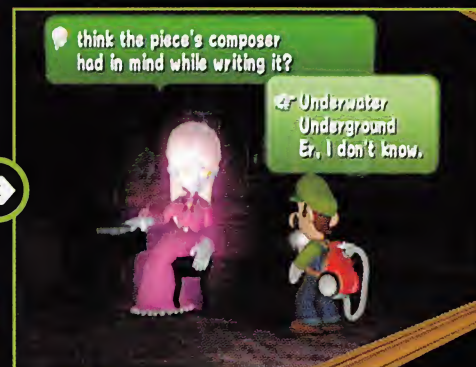
Requiem for Mario

The conservatory is loaded with instruments. When you stroll through the room, let Luigi make like a one-man band and interact with every music-making device. They'll work in concert to play a familiar Mario Bros. tune. The piano should be your last stop. When you reach it, Melody Pianissima will materialize and play one of two songs for you. If you can answer her question about the song, she'll throw her sheet music into the air. Capture the flying sheets, then focus your Poltergust 3000 on Melody. When you capture her, you'll earn the key to the dining room.

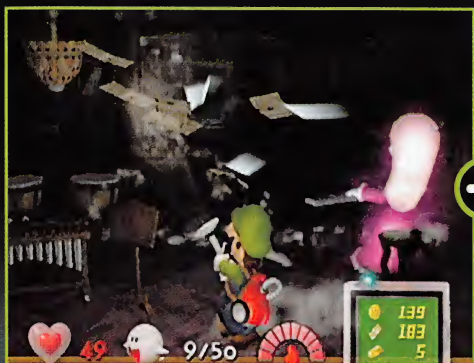


MAIN HALL

DINING ROOM KEY



Interact with all of the instruments, including every kettledrum, to make Melody appear. She'll play one of two pieces then give you a quiz. Answer either "Underwater" or "Super Mario Bros. 3," depending on the question.



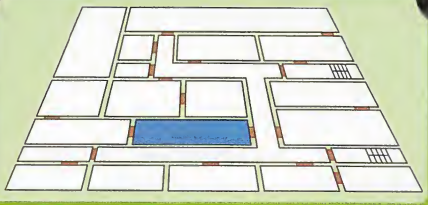
After you answer Melody's question, she'll send her sheet music flying. Chase down the scattered pages and suction them up with your vacuum.

When all of the sheets are gone, Melody will be ready for capture. Pull her in with the Poltergust and add her to your growing gallery ghost collection.



11 DINING ROOM

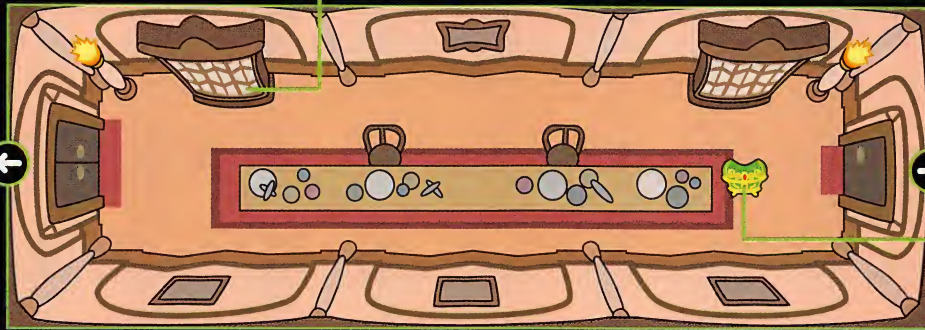
1ST FLOOR



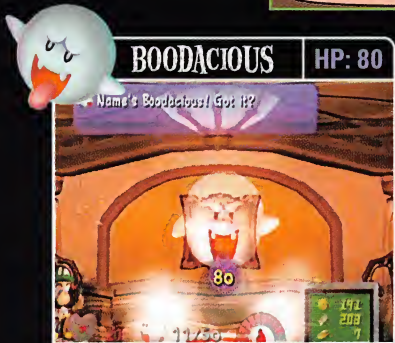
Starving Spirit

Mr. Luggs, the dining room's gluttonous ghost, likes to eat in the dark. When you light all of the candles on the dining room table, Mr. Luggs will show himself. Aim the Poltergust's nozzle at Mr. Luggs's plate and vacuum up his food. If serving ghosts try to replenish the food, capture them quickly. After the food is gone, Mr. Luggs will spit fireballs in your direction. Wait for him to tire and flop onto the table. That will be your clue to hit him with Poltergust suction and reel him in.

KITCHEN ←



→ MAIN HALL



Pull in a Fire Elemental from the dining room torch and use the fire to light the candles on the dining room table.

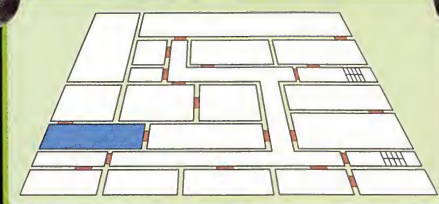


When Mr. Luggs appears, suction up his food. He'll react to the empty plate by coughing up fireballs. When he's down for the count, pull him in with Poltergust power.



12 KITCHEN

1ST FLOOR

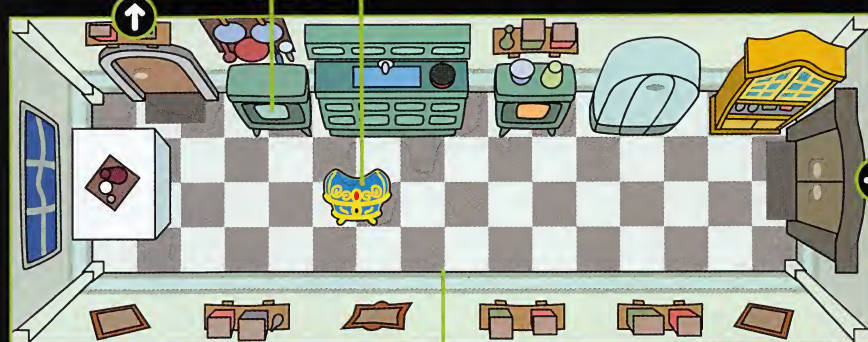


If You Can't Stand the Heat . . .

You can put out the fire that blocks a door in the kitchen once you have command over Water Elementals. Be sure to have a full fire meter when you walk into the room. Pull in the flying pans with your Poltergust and open the refrigerator carefully. A cold ghost will pop out of the icebox. Hit it with fire to make it vulnerable, then light it up with the flashlight and pull it in. As a reward for capturing the ghost, you'll earn the Water Element Medal. Capture a Water Elemental from the sink to fill up your water meter, then hose down the door to extinguish the fire.

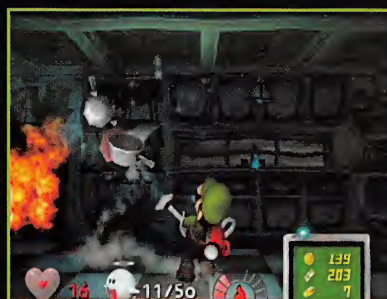
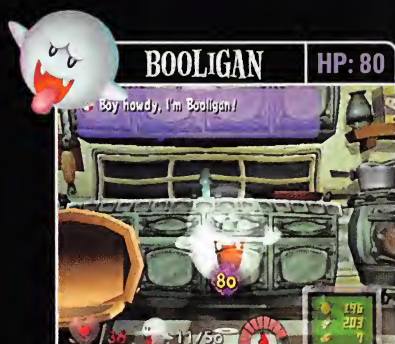
BONEYARD

WATER ELEMENT MEDAL

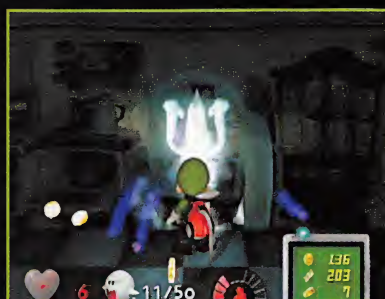


DINING ROOM

GOLD MOUSE



Pull in the flying frying pans and airborne pots with the Poltergust 3000 before they knock you for a loop.



When you open the refrigerator, the door will swing wildly. If you're too close, you'll get clocked. Stay at a safe distance and open the door with suction.



Open the refrigerator, hit the ghost that pops out with flames and pull it in with your vacuum. When the ghost is gone, you'll earn the Water Element Medal.



Pull in a Water Elemental, then douse the flaming door to extinguish the fire. When the flames are gone, you'll have clear access to the boneyard.



WATER RELIEF

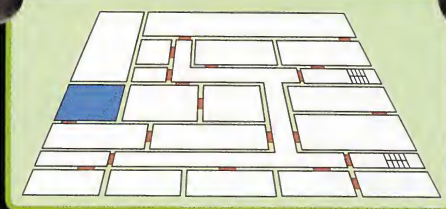
You can use water to extinguish fires, feed plants and fill the bowl of a thirsty dog. Your water source is Water Elementals. You'll find them in sinks, showers and leaks. Train the nozzle of the Poltergust 3000 wherever water flows and watch for a floating droplike Water Elemental. When you capture it, your water meter will top out.



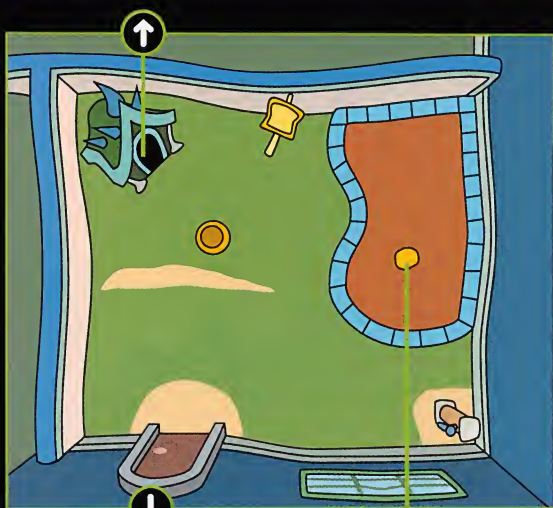


13 BONEYARD

1ST FLOOR



GRAVEYARD



KITCHEN

Give the Dog a Bone

To collect Spooky, the bulldog gallery ghost, you must distract him from his guard dog duties. Pull in a Water Elemental from the boneyard spout and fill Spooky's dish. The dog will leave his post, drink the water, then chase you around the yard. When the noise wakes a skeleton ghost, focus on that bony spirit with the Poltergust. The skeleton will leave a bone that attracts Spooky and makes him vulnerable.



Fill Spooky's water dish and let him chase you around the yard. When you capture the skeleton ghost that pops up, Spooky will be distracted by a stray bone. Catch him.

Doghouse Delivery

With Spooky out of the way, you can investigate the boneyard and enter the doghouse. Press the X Button to view the opening of the doghouse with a first-person perspective and press the A Button. A ghostly force will build up inside the doghouse and create a vacuum. When you return to third-person perspective and walk close to the doghouse, the vacuum force will pull you in. You'll warp to the graveyard, where skeleton ghosts and spectres convene.



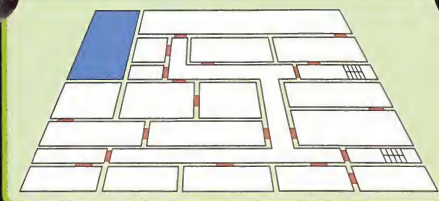
CAPITAL GROWTH

The sprout in the boneyard garden needs water. Fill the Poltergust 3000 with water and spray it onto the sprout. It'll grow a little. After you collect Bogmire in the graveyard, water the plant again. It'll grow a lot. When you defeat the next boss, water the plant again. The plant will produce a very valuable diamond.



14 GRAVEYARD

1ST FLOOR



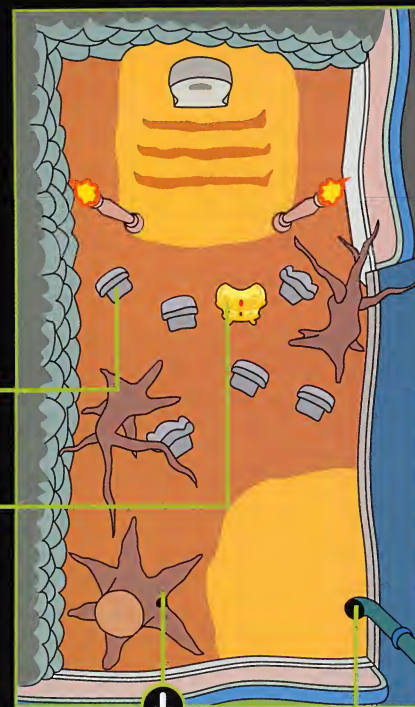
Bony Battle

A group of ghostly skeletons will pop out of the ground when you investigate the graveyard. Grab onto as many of them as you can at once and pull them in. When they're gone, an ethereal glow will surround the main stone. Walk toward the glow to be transported to the boss arena.



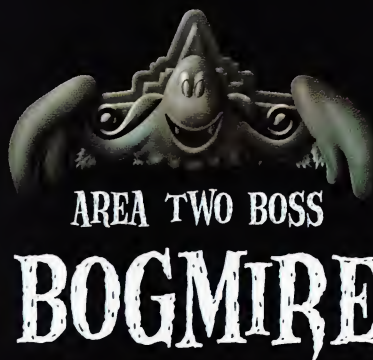
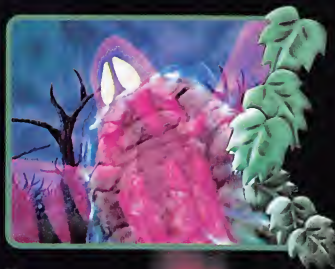
When you vacuum the gravestones, three skeleton spirits will emerge. They're fast, but weak. You'll be able to capture them quickly and move on to the graveyard boss.

COURTYARD
KEY



BONEYARD

Until you defeat Bogmire, there's no way to return to the boneyard.



Shadow Showdown

Your leap into the glow of the gravestone will transport you to an arena that is populated by shadowy spirits. The area boss, Bogmire, is the only spirit who doesn't cast a shadow. Target the other spirits with your Poltergust. When you take them in, you'll be able to hold their shadows at the end of your nozzle. Point the nozzle toward Bogmire and release a shadow. When the shadow hits its target, it will bog down Bogmire and prime him for a Poltergust 3000 attack.



Pull in the shadowy spirits and send their shadows flying toward Bogmire. When the shadows hit, Bogmire will show his heart. Hit him with suction.

As you pull the pink spirit into your vacuum, avoid contact with the other spirits. If you collide with them, you'll lose your grip.

AREA THREE





INSIDE AND OUT



Your search for Mario takes you to the courtyard outside of the mansion and through several rooms on the first and second floors. Area Three ends with a big Boo battle on the balcony—breathtaking!

AREA THREE FLOWCHART

1
COURTYARD

You'll begin the third leg of your journey by walking through the backdoor. Discoveries await outside.

2
THE WELL

The answer to the question of Mario's whereabouts will become clear in the well.

3
REC ROOM

By showing off your ghost-capturing muscle in the rec room, you can earn a load of treasure.

4
WASHROOM

Your first destination on the second floor is a good source for Water Elementals.

6
BATHROOM

Your command over freezing mist will be key in capturing Miss Petunia in the tub.

7
BILLIARDS ROOM

It's a cue stick versus a vacuum in a billiards room battle with Slim Bankshot.

8
PROJECTION ROOM

You'll pick up another clue about Mario after you take on the spirits in the mansion's home theater.

9
NANA'S ROOM

You'll have a yarn of a tale to tell after you go up against mad knitter Nana and her roving rocker.

10
THE TWINS' ROOM

Playful twins Henry and Orville will play hide-and-seek with you when you visit their room.

11
ASTRAL HALL

Ghosts will appear out of thin air when you light the candles in Astral Hall. Catch them all.

12
OBSERVATORY

By looking through the observatory's telescope, you'll trigger an unusual cosmic event.

13
FORTUNE-TELLER'S ROOM

Once you have Mario's five items, you'll be able to capture Madame Clairvoyance.

14
SAFARI ROOM

The first room that you'll explore on the third floor is crowded with trophies and nasty ghosts.

15
BALCONY

You'll boost the size of your Boo collection when you take on Boolossus (and company) on the balcony.



ROOF

3RD FLOOR

BOOLOSSUS

2ND FLOOR

1ST FLOOR

ENTRANCE

BASEMENT

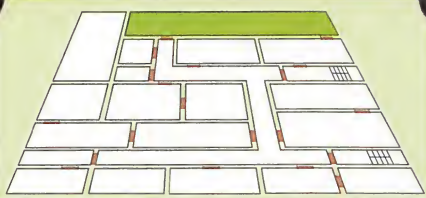
ROOM GUIDE

- ① COURTYARD
- ② THE WELL
- ③ REC ROOM
- ④ WASHROOM
- ⑤ TEA ROOM
- ⑥ BATHROOM
- ⑦ BILLIARDS ROOM
- ⑧ PROJECTION ROOM
- ⑨ NANA'S ROOM
- ⑩ THE TWINS' ROOM
- ⑪ ASTRAL HALL
- ⑫ OBSERVATORY
- ⑬ FORTUNE-TELLER'S ROOM
- ⑭ SAFARI ROOM
- ⑮ BALCONY



① COURTYARD

1ST FLOOR

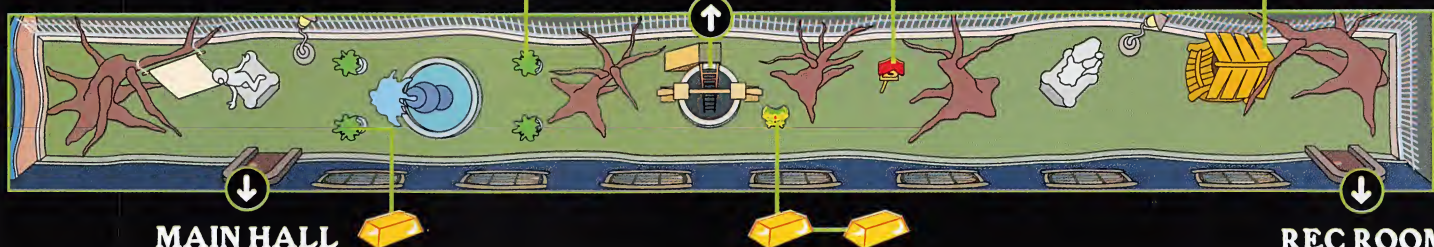


Courtyard Chaos

The courtyard holds creatures and clues, as well as some valuable treasure. Pull in a Water Elemental from the fountain and spray water into the nearby pots to collect gold, cash and a green stone. Then move on to the well to learn more about Mario's plight. When you emerge with the key to the rec room, pull Mario's letter from the birdhouse, save your progress with Toad and continue on to battle Biff Atlas.

THE WELL

MARIO'S LETTER

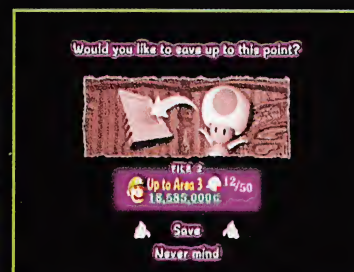


MAIN HALL

REC ROOM



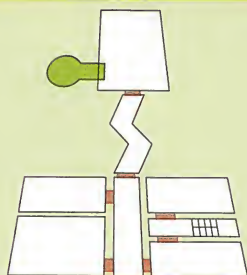
Dangerous ghosts with no heart points pop down from above. As soon as you see them, hit them with the beam of your flashlight and reel them in.



Toad has taken refuge in the courtyard shack. Open the door with suction from your vacuum from a distance, then talk to Toad and save your progress.

② THE WELL

BASEMENT



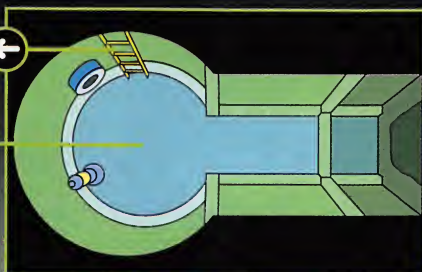
Paper Mario

Mario has suffered the fate of a gallery ghost. When you climb into the well and walk through a short tunnel, you'll see Mario, flattened and framed. He needs your help. When you return to the ladder, you'll encounter a surprising spirit. Collect the ghost to earn the key to the rec room.



COURTYARD

REC ROOM KEY



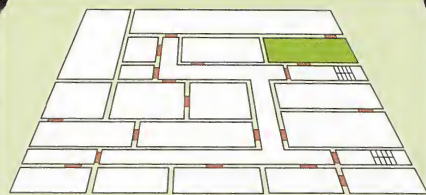
At the end of the tunnel, you'll peer through a hole in the wall at Mario. He is trapped in a painting!





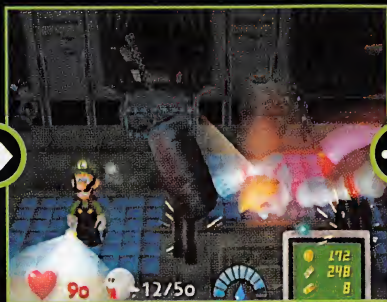
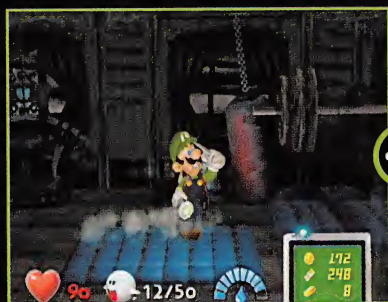
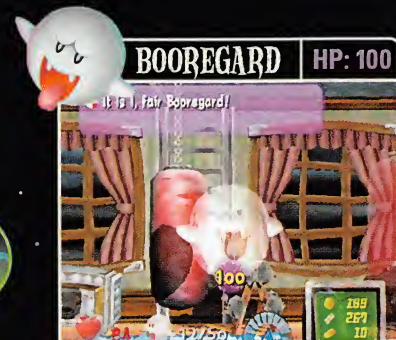
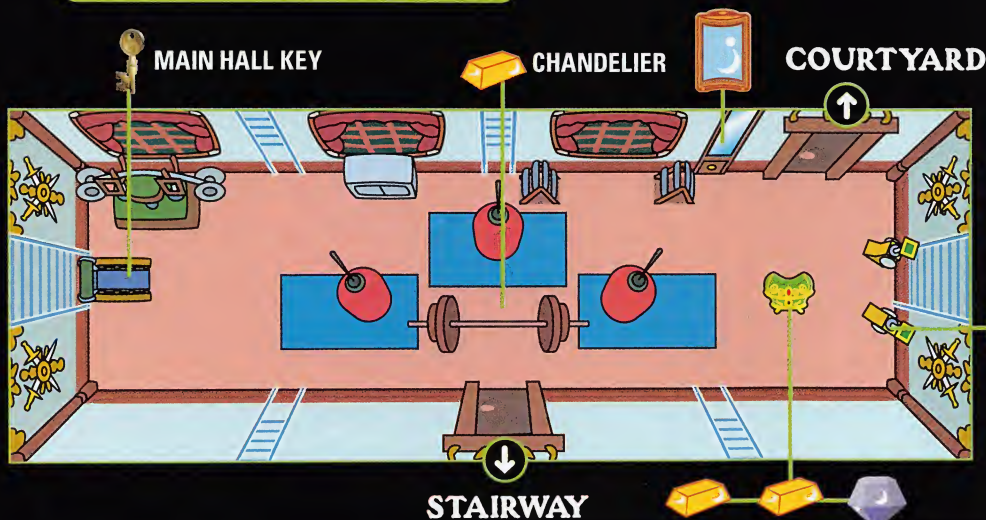
3 REC ROOM

1ST FLOOR



Biff, Bang, Pow

Biff Atlas reigns over the rec room with strong arms and flying fists. If you can outlast him in a battle, you'll earn treasure and respect from the gallery ghosts. You can make the punching bags in the rec room swing by walking up to them and pressing the A Button. When you hit a bag so that it hits Biff, he'll take notice and come after you. Wallop him two more times to knock him down, then finish him off with the power of the Poltergust.



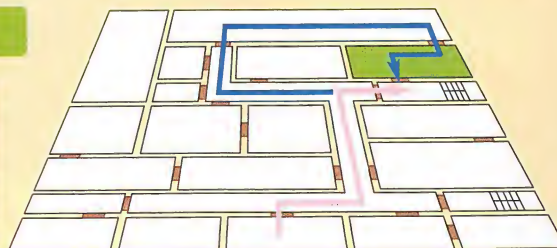
When you hit Biff Atlas three consecutive times with punching bags, he'll hit the mat, giving you the chance to pull him in. If he wriggles away, pound him with a bag again and repeat the process.



CORRIDOR KEY

If you test the treadmill in the rec room, you can earn a key that will allow you direct passage between the main hall and the stairs that lead to the third floor. Walk onto the treadmill and run in place for several seconds. When you log enough time on the apparatus, the key will pop out from under the conveyor. By exercising on the treadmill, you will eliminate the need to walk through the courtyard whenever you want to go between the second and third floors.

1ST FLOOR

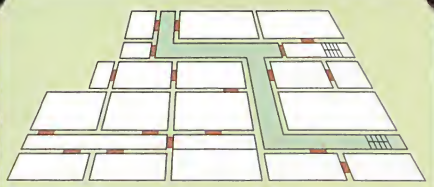


ENTRANCE

The pink line shows the direct route from the foyer to the third-floor stairs, which you can follow when you have the corridor key. The blue line shows the route you must take if you don't have the key.

MAIN HALL

2ND FLOOR



Creepy Corridor

The hallway ghosts on the second floor bowl with explosives. If they throw a strike in your direction, step out of the way and either hit them with your beam and pull them in or move quickly to your next destination before they can strike again. Other dangers in the second floor hall include fiery sprites and fluttering bats. Avoid or extinguish the flames and suction in the bats.

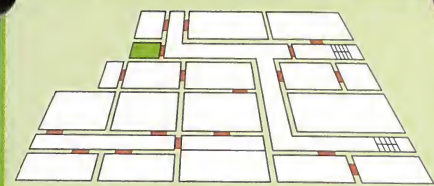


Fiery sprites pop out of the picture at the end of the hall. If they hit you, you'll catch fire and lose hearts. Avoid them or extinguish them with water.

There's gold in some jars. Vacuum a jar and watch it spin. In a matter of seconds, it will spit out a prize.

4 WASHROOM

2ND FLOOR



→ MAIN HALL

Water Hazard

You'll find Water Elementals in the washroom's leaking tank. Pull them in to fill your meter, but beware! A ghost with a flaming heart will pop out of the toilet if you get too close. You'll need water to make it vulnerable. Once you extinguish the ghost's heart, hit it with the beam and vacuum it.



Water Elementals leak from the toilet tank. You'll need the water from an Elemental to capture the ghost in the room and to extinguish the fire on the tea room door.

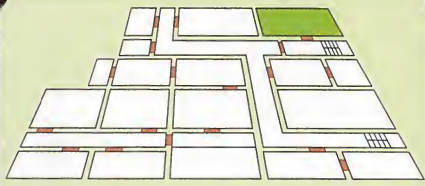
PULL THE POSTER

If you pull the poster in the washroom off the wall, you'll reveal another poster—one that depicts a frightening Boo. If you pull that poster, you'll take damage. View it from afar and walk away. You don't want to lose any more hearts.



5 TEA ROOM

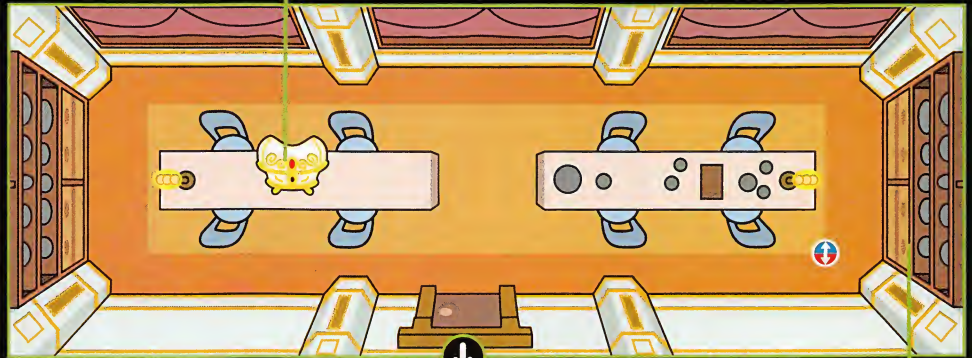
2ND FLOOR



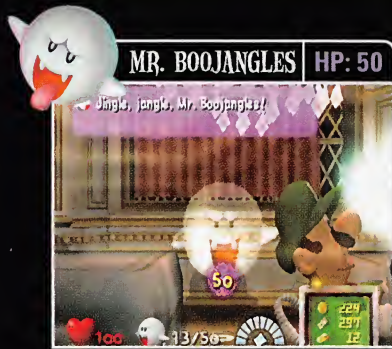
Icy Assistance

The tea room holds an item that will help you freeze watery ghosts. After you collect the ghosts in the room, the lights will come on and a treasure chest will appear on one of the tables. Walk over a circular tile near the east end of the room to reverse the gravity so you can walk on the ceiling. You'll find a similar tile on the ceiling. Walk over the tile to reverse gravity again. You'll land on the table, next to the chest. Open the chest to collect the Ice Element Medal.

ICE ELEMENT MEDAL



STAIRWAY



Capture the ghosts that haunt the room. When they're gone, a chest will appear on a table.



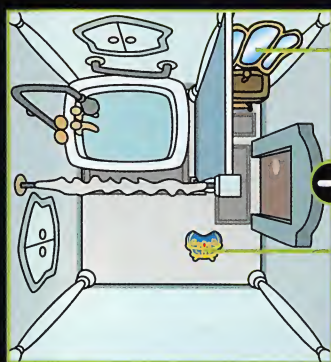
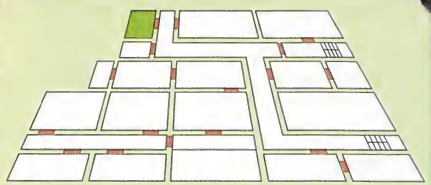
FREEZE!

The Ice Element Medal allows you to capture Ice Elementals and fill your ice meter. With the power of freezing mist, you can freeze ghosts that show water in their heart and neutralize Boos in your battle with Boolossus at the end of Area Three. The medal completes your Element Medal collection.



6 BATHROOM

2ND FLOOR

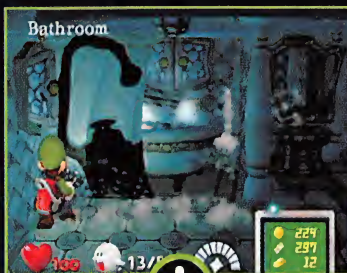


MAIN HALL

BILLIARDS ROOM KEY

Cold Shower

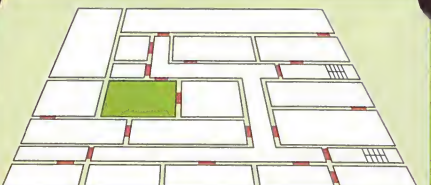
If you visit Nana's room before you enter the bathroom, you'll see a book that will clue you in on how to expose the weakness of Miss Petunia, the gallery ghost in the shower. She doesn't like the cold. Pull back the curtain and hit her with a blast of icy mist. When she shows her heart, pull her in with Poltergust power.



You must have the Ice Element Medal and an Ice Elemental to make Miss Petunia vacuum-vulnerable. You'll find the medal in the tea room.

7 BILLIARDS ROOM

1ST FLOOR



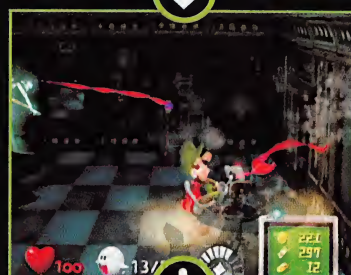
MAIN HALL



PROJECTION ROOM

Outshoot the Shark

Slim Bankshot sends billiard balls flying off the table. If you're not careful, you'll get clocked. Switch on the Poltergust 3000 and pull in one of the flying balls. If you're shining the flashlight in Slim's direction, he'll be invisible. You can track his movement by watching the floating cue stick. When Slim stops for a moment, release the ball in his direction. Press the B Button to shut off the flashlight while the ball is in flight. With the beam out, Slim will become visible. When the ball hits him, it will send him for a loop. Hit Slim three times to expose his heart and make him vacuumable.

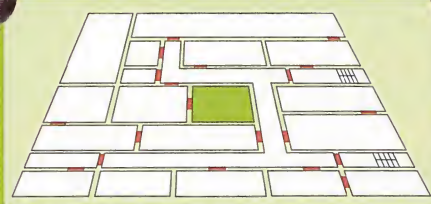




If Slim breaks free from the Poltergust's suction, he'll go back to shooting pool. Hit him with another ball to make him vulnerable again, then finish the job.

8 PROJECTION ROOM

1ST FLOOR



Screen Screams

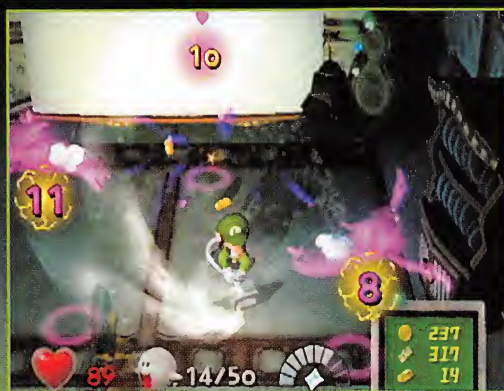
The ghosts in the projection room won't show up until the show starts. Walk up to the projector and press the A Button to make the magic happen. You'll be able to detect the ghosts by watching for shadows on the screen or for subtle puffs of smoke. Turn your flashlight on them to make them freeze in full view. Power up the Poltergust and pull them in. When all of the ghosts are gone, the room will light up and Mario's glove will appear.



When the projector is on, the ghosts will appear as puffs of smoke and cast shadows on the screen. Turn your light on them and pull them in.

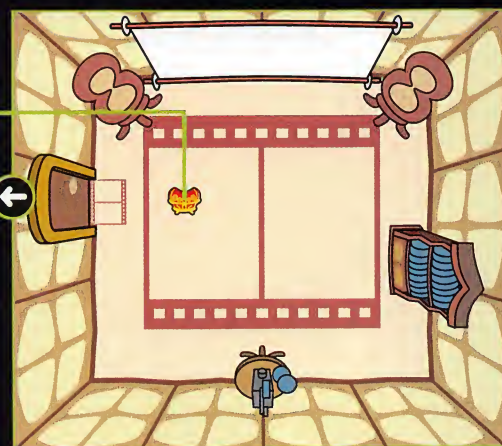


You'll find a total of five ghosts in the room. They appear in groups. If you're quick with the flashlight and vacuum, you can stun and pull in multiple ghosts at once. It's fast and fun.



MARIO'S GLOVE

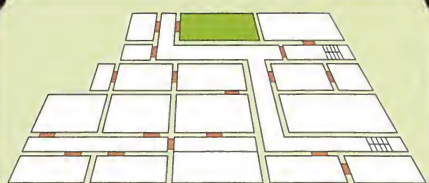
BILLIARDS ROOM



The projection room Boo is a little hard to make out against the white background of the screen. Aim for the numbers that show its hit point total and keep suctioning.

9 NANA'S ROOM

2ND FLOOR

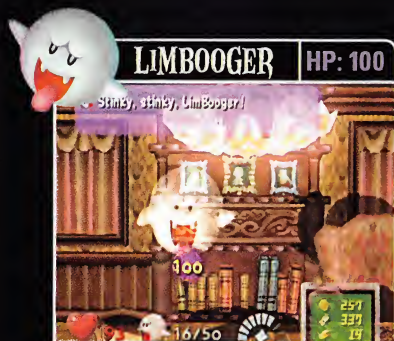


One of the books on Nana's shelf discusses Miss Petunia and her fondness for hot water. You can use the information as a clue for how to deal with Petunia in the bathroom.

CORRIDOR



THE TWINS' ROOM KEY



Knock the yarn balls out of the bowl and onto the ground. Nana will materialize and start rocking around the west half of the room. Fire the yarn balls her way.



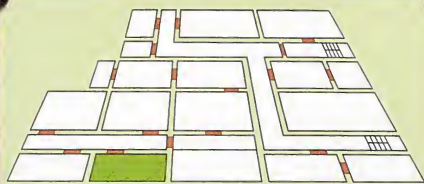
When you hit Nana with all three yarn balls, she'll stop rocking and show her heart. That's your cue to capture her, so fire up the Poltergust 3000 and get to work.

If you miss Nana with any of the yarn balls, she'll disappear. Leave the room and come back to make her return to her knitting.



10 THE TWINS' ROOM

2ND FLOOR

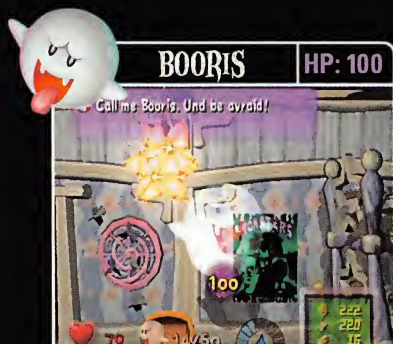
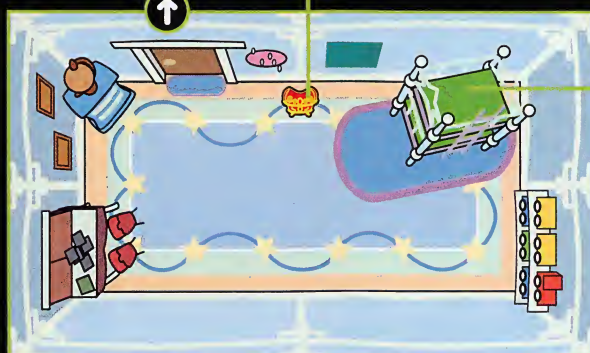


The Trouble with Twins

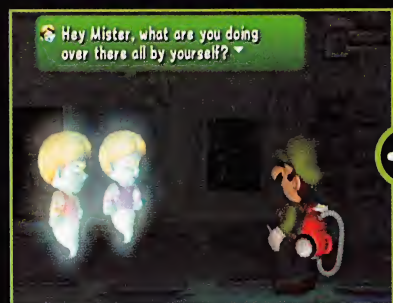
When you enter the twins' room, train the nozzle of your vacuum on the hanging mobile and move in circles to make it spin. After a moment, the twins will ask you to play hide-and-seek. Leave the room and return immediately. You'll find five boxes in the room. The twins are in the boxes that shudder when you hit them with suction. When you expose the twins, they'll hop onto toy vehicles and ride around the room. Pull them off the toys and capture them with the Poltergust 3000.

WEST WING

MARIO'S SHOE



Spin the mobile by using vacuum suction and circular movement.



When the twins see that you are playful, they'll appear and ask you to play with them. Leave the room, then return.



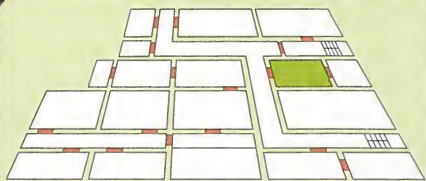
The twins will be hiding in two of the room's five boxes. If you have read the books in the study, you'll know that the twins don't like exposure to the elements. Hit the boxes with vacuum power to make the boxes that contain the twins shudder, then open the boxes.



When you find the twins, they'll mount toy vehicles and move about the room. Pull them off the vehicles, then pull them into the Poltergust 3000.

11 ASTRAL HALL

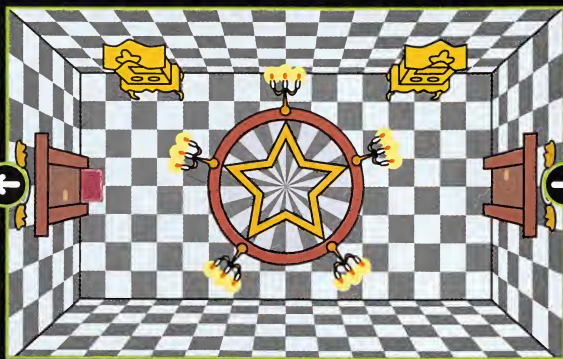
2ND FLOOR



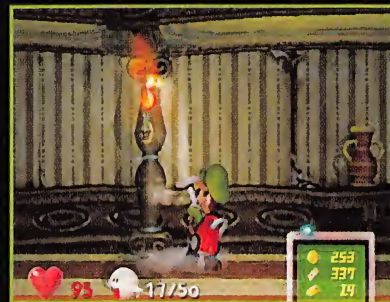
Light and Fight

Astral Hall is a mysterious place. If you leave the room through the door on the east wall without lighting the candles, you'll reenter the room through the door on the west wall. Bring fire to Astral Hall and light all 15 candles. A group of seven ghosts will appear and force fields will cover the exits. When you collect the ghosts, the room will light up and the force fields will disappear—mystery solved.

MAIN HALL



OBSERVATORY



Before you enter Astral Hall, pull a Fire Elemental from a candle or torch to fill your fire meter.



You've got to have a Fire Elemental in your Poltergust 3000 if you want to get to the observatory. If you don't use fire to light the candles in the astral hall, you'll loop around when you try to leave.

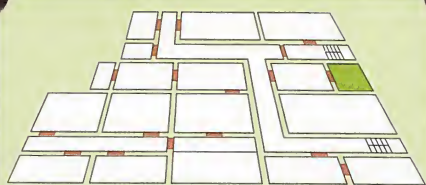


After you light all of the candles, seven ghosts will appear. Four of the ghosts are spectral Shy Guys. Pull off their masks and expose them to the light. When the ghosts are gone, you'll be able to move on.



12 OBSERVATORY

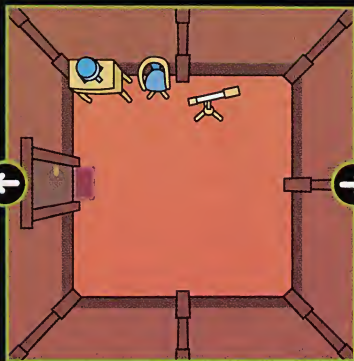
2ND FLOOR



Shoot the Moon

The observatory is a ghost-free room—it's just you and the stars. Walk up to the telescope and press the A Button. You'll see a close-up view of the moon. When you pull away from the telescope, some of the walls of the room will disappear and expose the night sky. Make your way to the end of the stone path and catch a falling star with your vacuum, then fire the star back in the direction of the moon. If you hit it, a winding walkway that reaches out into the darkness will appear. At the end of the walkway, you'll find Mario's star.

ASTRAL HALL



MARIO'S STAR

PATH TO THE STAR



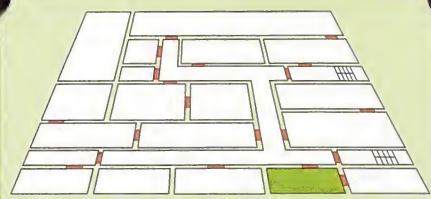
While there are no ghosts in the observatory, you can get hit by a falling star. Watch out!



Pull in a falling star with your Poltergust 3000, then aim for the moon and fire. When the star hits the moon, it will shine with a brilliant light. After the moon disappears, a walkway will appear. Follow it to Mario's star.

13 FORTUNE-TELLER'S ROOM

1ST FLOOR

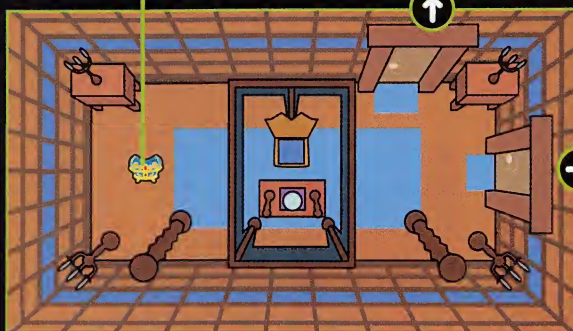
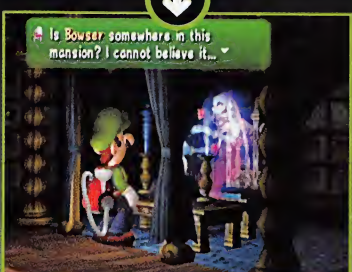
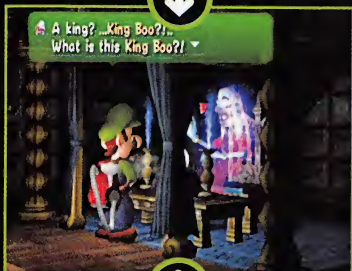


Capture Clairvoya

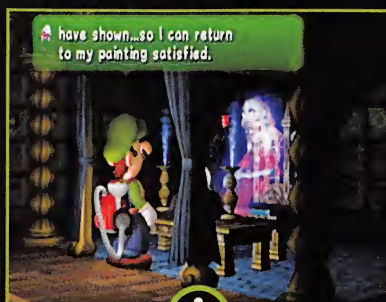
Look into Madame Clairvoya's crystal ball with your Game Boy Horror and press the A Button. The fortune-teller will appear. When you talk to her, she will examine the items belonging to Mario that you have collected. She'll reveal a little more about Mario's disappearance and King Boo's plot after examining every item. After she has inspected all five of Mario's items, she will be exhausted and ready to return to her painting. Shine your light in her direction and pull her into the Poltergust 3000. You'll earn a third floor key when she's gone.

SAFARI ROOM
KEY

MAIN HALL



MIRROR ROOM



BOOIGI

HP: 40

Hi, I'm Luigi! I mean, Booigi!

After Madame Clairvoya has completed her last reading, she will go into the vacuum quietly. If you lose your connection with Clairvoya, point the nozzle in her direction and pull again.



TAKE A BREAK

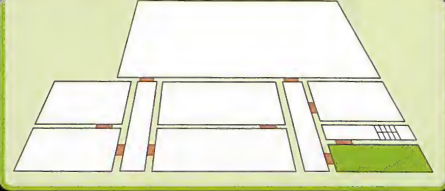
Unless you need to fix the mansion's electricity, you don't need to make your way to the breaker room in the basement. But if you do find yourself wandering downstairs, you can root out a blue ghost from under the table. Like other blue ghosts, it's very fast and skittish. If you can capture it, you'll earn treasure.





14 SAFARI ROOM

3RD FLOOR



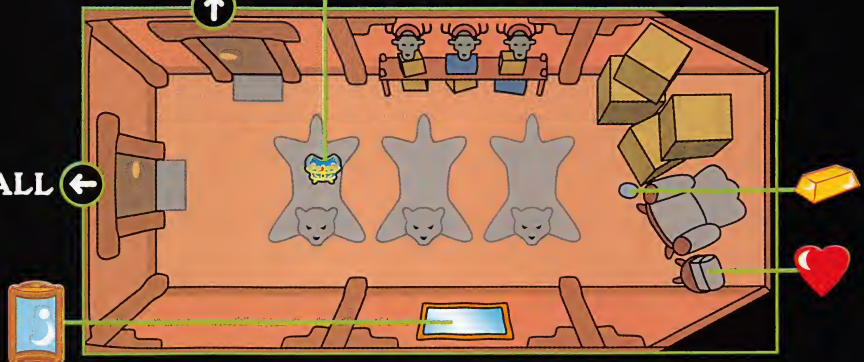
Ghost Safari

The safari room is stuffed with nasty ghosts. When you rattle the trophies on the far wall, ghosts will pop out and start pounding. The white ghosts with watery hearts hit the ground and send shock waves that will knock you over if you're in their path. Hit the ghosts with icy mist to freeze and damage them, then switch to suction and back again to ice. Keep alternating suction and ice until the white ghosts are gone. Green, garbage can-shaped ghosts will also attack. Pull them in with Poltergust power and watch out for banana peels. With victory, you'll earn the key to the balcony.



STAIRWAY BALCONY KEY

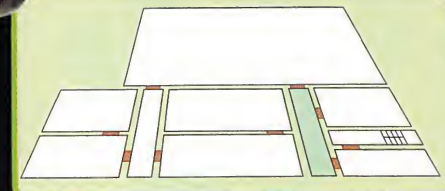
EAST HALL



Capture an Ice Elemental in the tea room before you take on the ghosts in the safari room. You'll have to freeze the ghosts with the watery hearts in the safari room to whittle away at their hit points. Alternate ice and suction.

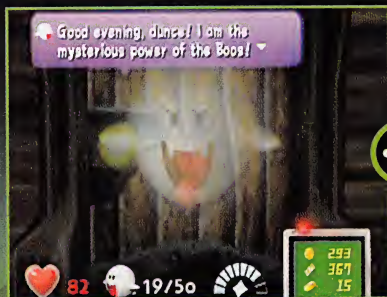
EAST HALL

3RD FLOOR

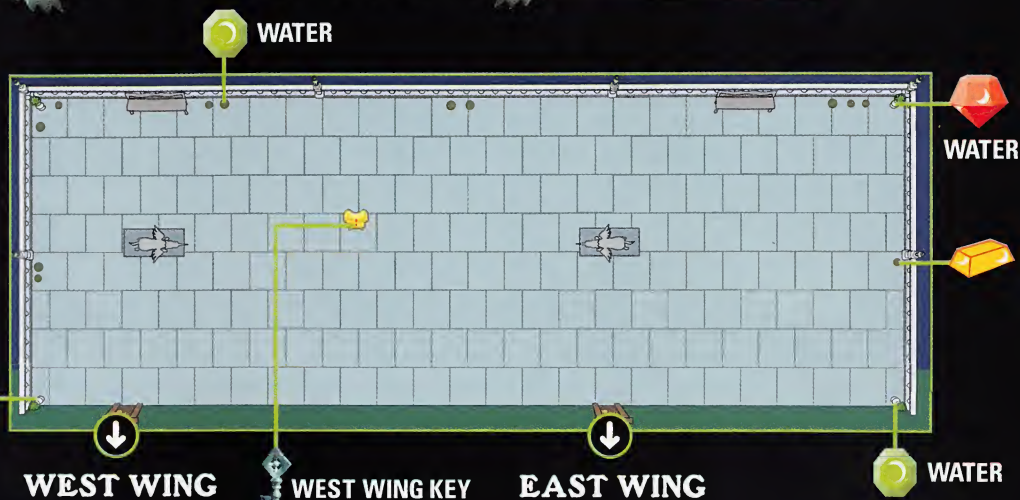


Boo! Go Away!

Boos have taken over the balcony on the third floor. If you have collected 20 Boos or more, they'll allow you to unlock the balcony door and take them on. If you haven't collected 20 Boos, a Boo will appear at the door and send you back to the foyer. Continue your mansion search, watch the Boo Radar in lit rooms and try to collect more Boos.

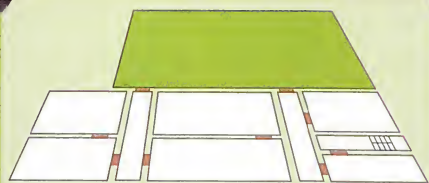


AREA THREE BOSS BOOLOSSUS



15 BALCONY

3RD FLOOR



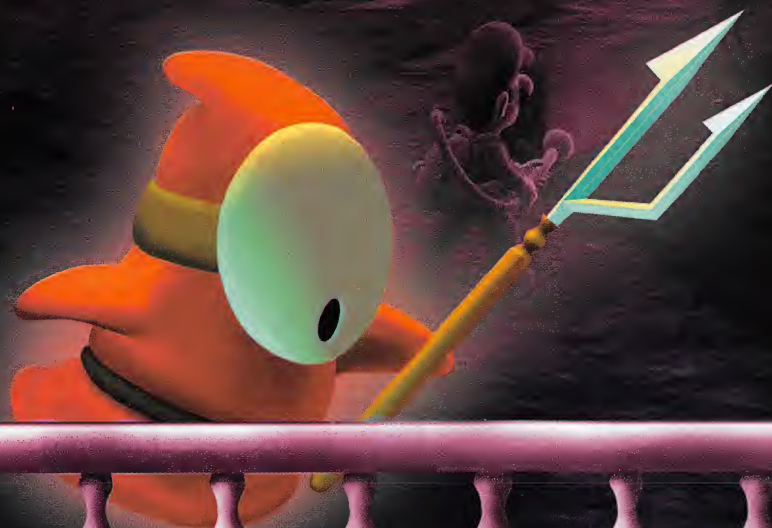
Pop Boolossus

The Boo Radar will flash red as soon as you enter the balcony. Fifteen Boos have gathered to try to end your mansion-searching mission. After the Boos taunt you for a time, they will form into one giant Boo—Boolossus. As big as Boolossus is, you can still influence it with the power of your Poltergust 3000. Grab onto Boolossus and pull it toward one of the two unicorn ice sculptures. The horn of the unicorn will pop Boolossus and turn it into 15 flying Boos. Pull in an Ice Elemental from one of the ice sculptures and use icy mist to freeze the Boos. When the Boos fall to the ground, you can pull them in with your vacuum. After a few moments, Boolossus will form again. Pop it and collect more Boos. Repeat the process until all the Boos are gone.



Puncture Boolossus with the horn of a unicorn statue, then freeze the Boos that pop out of Boolossus with icy mist. After you collect all of the Boos, you'll earn the key to the third floor's west wing.

AREA FOUR





BOOS AND BOWSER



As the last chapter begins, lightning will strike the mansion. And that's just the beginning of your worries. The ghosts and Boos will be out in force. You've got to show power and resolve to overcome the Boo force and beat the leader. Is it really Bowser?

AREA FOUR FLOWCHART

1
TELEPHONE ROOM

After the electricity goes out, you'll get a call from the professor in the telephone room.

2
CLOSET

Capture Uncle Grimmly in the closet to earn the breaker room key.

4
CELLAR

Vacuum up piles of dirt and a group of ghosts to earn another key.

6
CLOCKWORK ROOM

When you wind up the works in the clockwork room, the toy soldiers will attack. Fight back.

7
ROOF

Spirited Shy Guys and icy ghosts will put up a fight around a rooftop bonfire.

8
SEALED ROOM

By diving into the east chimney, you can enter the sealed room, earn treasure and collect a key.

9
SITTING ROOM

Fire and Water Elementals are available in the sitting room. You'll use them both in your battle.

10
GUEST ROOM

Splash some water in the face of the sleeping ghost, then pull her in.

11
ARMORY

You'll go up against suits of armor and the ghosts that live in them in a battle for the key to the pipe room.

12
CERAMICS STUDIO

Jarvis, the jar collector, likes to play games. When you outwit him, he'll hand over a treasure.

13
PIPE ROOM

You'll make use of Luigi's plumbing skills to collect a key in the pipe room.

14
COLD STORAGE

Fire and ice will play key roles in your battle with Sir Weston in cold storage.

15
THE ARTIST'S STUDIO

Your battle with Van Gore and his many ghosts will prepare you for the final fight with King Boo.

16
SECRET ALTAR

You will go from the secret altar in the basement to the rooftop as you fight for Mario's freedom.



ROOF

3RD FLOOR

2ND FLOOR

1ST FLOOR



ROOM GUIDE

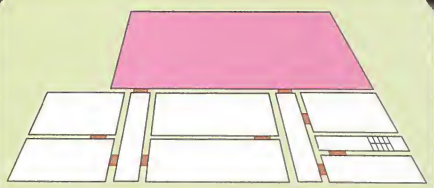
- ① TELEPHONE ROOM
- ② CLOSET
- ③ BREAKER ROOM
- ④ CELLAR
- ⑤ TELEPHONE ROOM
- ⑥ CLOCKWORK ROOM
- ⑦ ROOF
- ⑧ SEALED ROOM
- ⑨ SITTING ROOM
- ⑩ GUEST ROOM
- ⑪ ARMORY
- ⑫ CERAMICS STUDIO
- ⑬ PIPE ROOM
- ⑭ COLD STORAGE
- ⑮ THE ARTIST'S STUDIO
- ⑯ SECRET ALTAR



BASEMENT

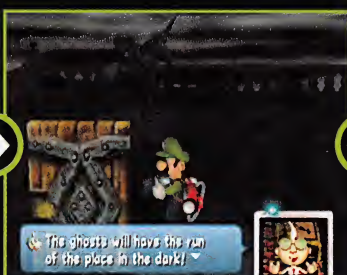
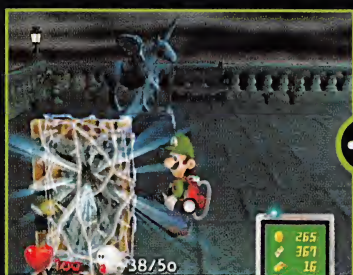
BALCONY

3RD FLOOR



Pop Go the Circuits

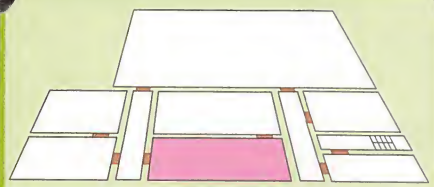
After you return to the balcony and open the door to the west wing of the third floor, lightning will strike the mansion, causing the circuit breakers to blow out. With the electricity gone, the ghosts will come out in force. You can try to collect them, but they'll just keep coming back. It's best to run away and try to figure out how to restore the power. Your next stop will be the telephone room.



When lightning strikes the mansion and the electricity goes out, ghosts will appear in large groups. Don't try to collect them—just run.

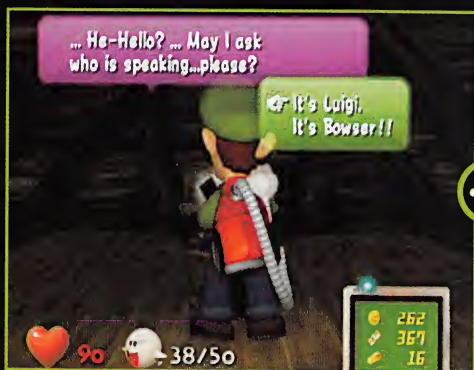
1 TELEPHONE ROOM

3RD FLOOR



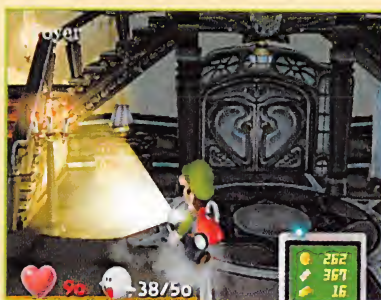
Calls and a Clue

The telephones will be ringing when you enter the telephone room. The first call will be from Toad. If you tell him that you are Luigi, he'll save your progress. The second call will be from Professor E. Gadd. He'll tell you that you've got to get the breaker room key from Uncle Grimmly. The professor won't know exactly where Grimmly is, but he'll point you in the right direction. Collect the ghosts in the room, then move on.



NO TOAD

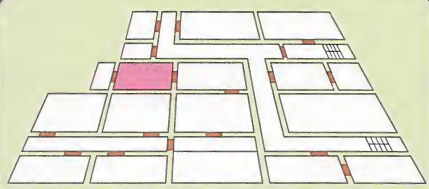
After the electricity goes out, Toad will evacuate. You'll get a phone call from him in the telephone room, but then he'll disappear. Toad's absence means that you won't be able to save your progress for a while—more incentive to restore electricity to the mansion. When the lights are back on, Toad will return.





2 CLOSET

2ND FLOOR



Grim Grimmly

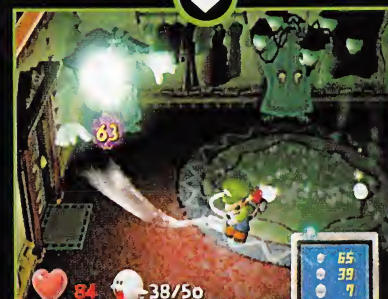
The professor's clue about Uncle Grimmly will have you searching rooms that have mirrors. You'll find Grimmly in front of the mirror in the second floor closet. He is a dour chap, indeed, with bad posture and a grim expression. When Grimmly raises his hands to scare you, hit him with the beam of the flashlight and pull him in with the Poltergust 3000. Your reward for Grimmly's capture will be the breaker room key.

SECOND FLOOR BALCONY



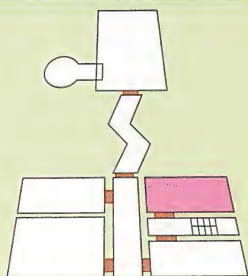
BREAKER ROOM KEY

WAITING ROOM



3 BREAKER ROOM

BASEMENT



Power On

When the electricity is out, the breaker room door will be locked. Your battle with Uncle Grimmly will earn you the key. Enter the breaker room in the basement and throw the switch. When you restore the electricity, many of the ghosts that have been chasing you all over the mansion will go back into the woodwork to hide from the light. After you root out Boo B. Hatch, the breaker room Boo, return to the foyer to check up on Toad. Then continue your journey to the third floor to take on the ghosts near the top of the mansion. You're closing in on the source of the trouble—keep fighting.

CELLAR KEY



STAIRWAY

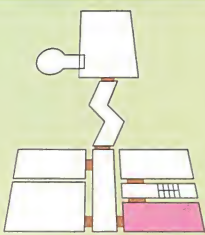
BOO B. HATCH HP: 200



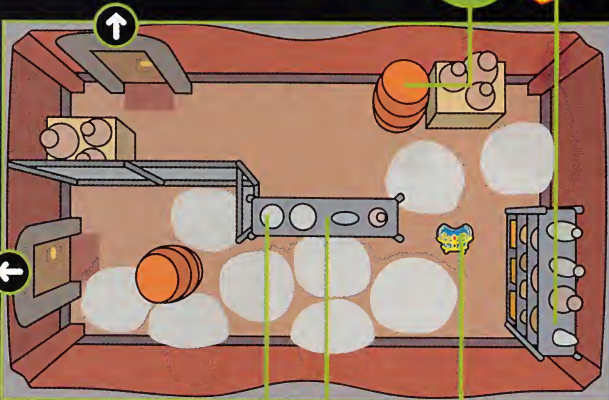
When electricity returns to the mansion, Toad will return, too.

4 CELLAR

BASEMENT



STAIRS TO 1F

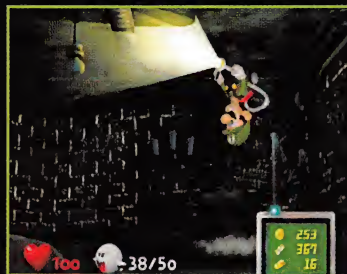


CORRIDOR

CLOCKWORK ROOM KEY

Dust Buster

When you explore the cellar, you'll discover that the Poltergust 3000 works just as well on dirt as it does on ghosts. Aim the nozzle at the piles of dirt that cover the cellar floor and turn on the power. You'll suction up the dirt and clear a path around the room. When you clean up the two ghosts in the room, too, you'll earn the key to the clockwork room on the third floor.



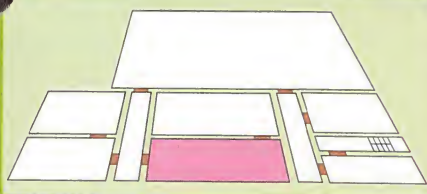
Gravity-flipping floor and ceiling tiles near the cellar doors allow you to walk on the ceiling and avoid most of the dirt piles.



Huge piles of dirt cover the floor. Clean them up and make your way around the room.

5 TELEPHONE ROOM

3RD FLOOR



Light It Up

On your way to the clockwork room, you'll discover a pair of telephone room skeletons in chests. Open the chests and pull in the skeletons. When the room is lit, you'll discover a 300-hit point Boo—Boomerang. You may not catch the Boo before it can escape, but you'll catch up to it later, when you explore the other third floor rooms.



CLOCKWORK ROOM



EAST HALL





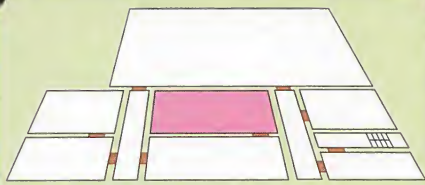
KING BOO'S WARNING

The secret altar is in the basement. If you try to enter the room before you collect at least 40 of the 50 missing Boos, King Boo will appear at the door and send you back to the foyer. Explore the mansion and use the Boo Radar to find more Boos. If you collect all 50 of them, you'll earn entry to the altar and a diamond.



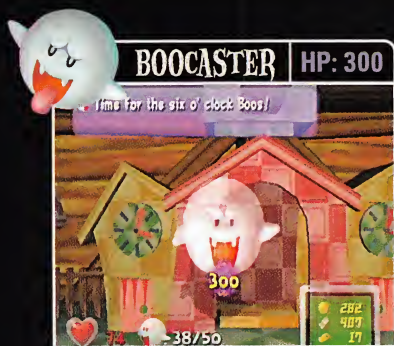
6 CLOCKWORK ROOM

3RD FLOOR



Toy Soldier Tirade

The gallery ghosts of the clockwork room are cork-firing toy soldiers. You can make them come to life by winding up the room's works. After you have interacted with the three wind-up clocks in the room, the soldiers will begin to march. Aim your vacuum nozzle toward the soldiers and start vacuuming. When the soldiers pop their corks, they'll become vacuum-vulnerable. Pull them in with the Poltergust 3000.



ROOF



TELEPHONE ROOM



Wind up the clocks and watch the soldiers snap out of attention. You'll be able to capture them after they fire their corks. You have to collect them all, but only one soldier will shower you with pearls.

Roof Access

With the clockwork room's toy soldiers out of the picture, you'll have easy access to the roof. The doors on the clockworks will spring open to reveal an elevator. Step into the elevator and get a lift. Once you're on the roof, you can go back to the clockwork room the same way you left it. As soon as you step onto the elevator platform, it will sink and carry you to its third floor stop.



7 ROOF

ROOF



Campfire Ghost Story

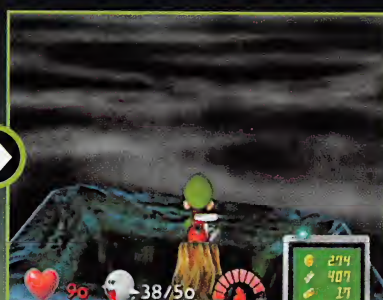
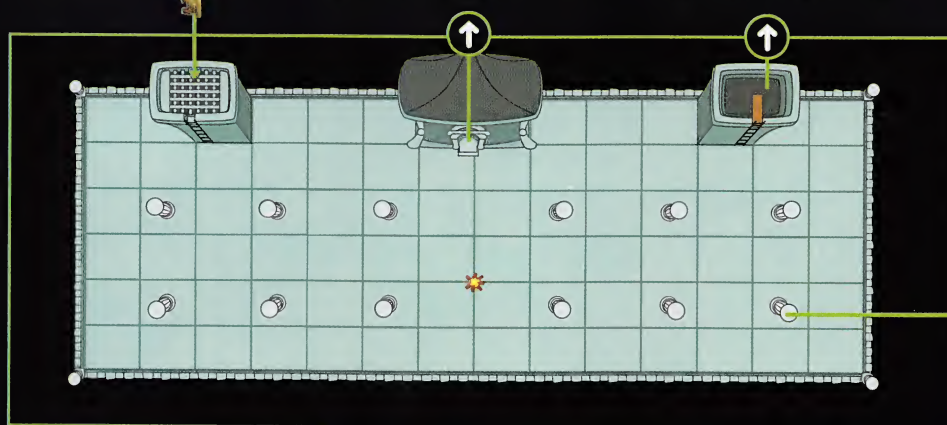
Several Shy Guy spirits haunt a campfire on top of the roof. As you pull the masks off the Shy Guys and collect the cloaked characters with your Poltergust, be sure to get a Fire Elemental from the bonfire, too. When all of the Shy Guys are gone, ghosts with cold hearts will appear. The only way to make them vulnerable is to melt their hearts with a shot of fire.

Check the pillars. You may uncover a life-replenishing heart.

ARMORY KEY

CLOCKWORK ROOM

SEALED ROOM

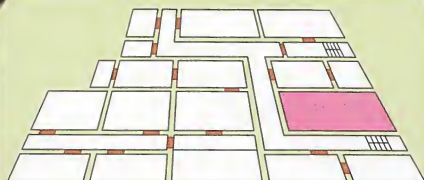


After you clear away all of the ghosts, you'll find the armory key on the west chimney. Collect it, then dive from the east chimney into the sealed room.



8 SEALED ROOM

2ND FLOOR

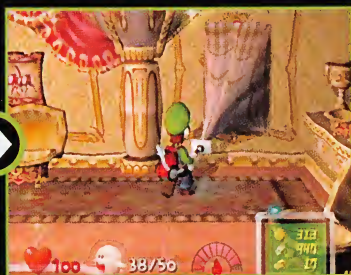


Sealed Room Side Quest

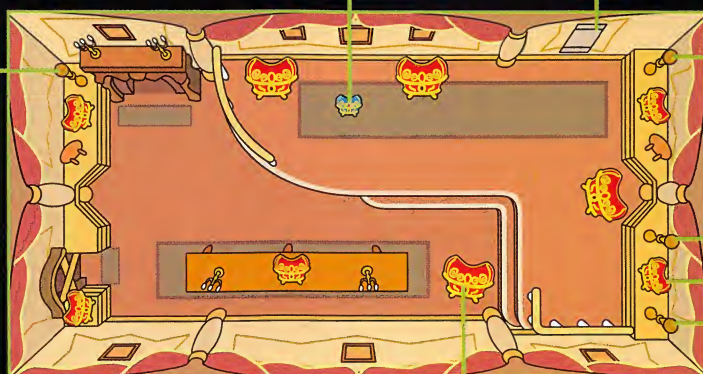
You don't have to explore the sealed room, guest room and sitting room to make your way to the place where Mario is being held captive, but they are good places to collect treasure and Boos. When you drop into the sealed room, open the treasure chests to make cash and ghosts appear. Collect the ghosts to earn the key to the sitting room. When you want to leave, pull the cover off the mirror on the far wall, select the mirror with your GBH and warp to the foyer.



Try as you may, you'll never find a way to get through the blocked door to the sealed room. You'll have to use the chimney.

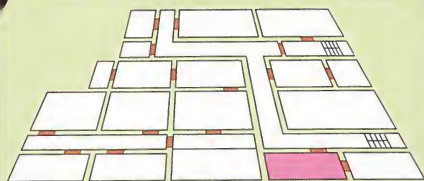


SITTING ROOM
KEY



9 SITTING ROOM

2ND FLOOR



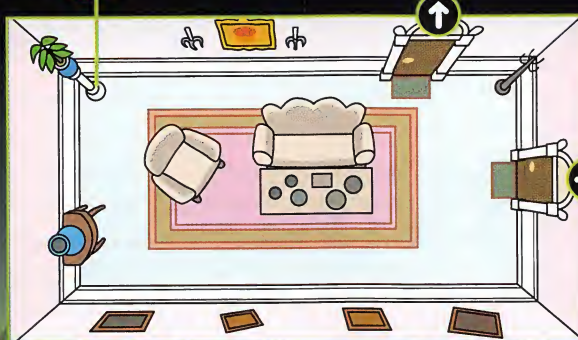
Dual Element Attack

You'll use both fire and water in the sitting room. Collect a Fire Elemental from the lit candle and use the fire to set the candles on the far wall ablaze. Ghosts with fiery hearts will attack. Pull a Water Elemental from the fish bowl and use the water to extinguish their hearts. After you clean up the ghosts, fill up with water again. You'll need water in the guest room.



WATER

MAIN HALL

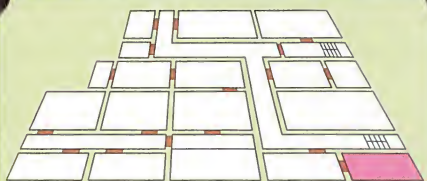


GUEST ROOM



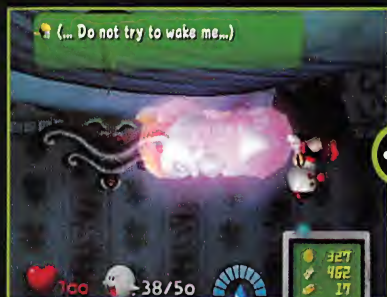
10 GUEST ROOM

2ND FLOOR



Topsy-Turvy Tussle

Sue Pea sleeps on a bed on the ceiling—or is it the floor? Everything appears to be upside-down in the guest room. You can make it all right after you capture the groggy ghost. Spray water at Sue Pea three times to make her expose her heart, then capture her with the Poltergust 3000. The room will light up and a chest will appear above you, out of reach. Leave the room, then reenter it. Everything will be right-side up and the chest will be accessible. You'll find treasure in the chest and a Boo hidden somewhere in the room.



SITTING ROOM



After you light up the guest room and go back to the sitting room, you'll hear and feel a rumble. That's a sign that the guest room has turned right-side up. Return to the guest room with water, then open the chest and water the plant to collect treasure.



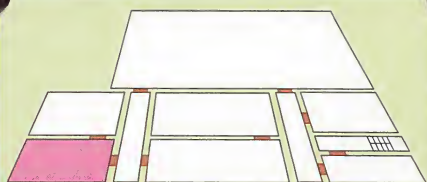
CATCH 'EM ALL

Your trip through the sealed room, sitting room and guest room is not pure folly. While the side quest may not get you any closer to the secret altar key, it will get you treasure and Boos. You must collect at least 40 Boos in all to enter the secret altar and all 50 Boos to collect a 20-million-point gold diamond. You must also visit the guest room if you want to collect all of the mansion's gallery ghosts. The desire for treasure and the chance to collect every gallery ghost should drive you to dive into the roof's east chimney and start your quest for more gold, more diamonds and Sue Pea.



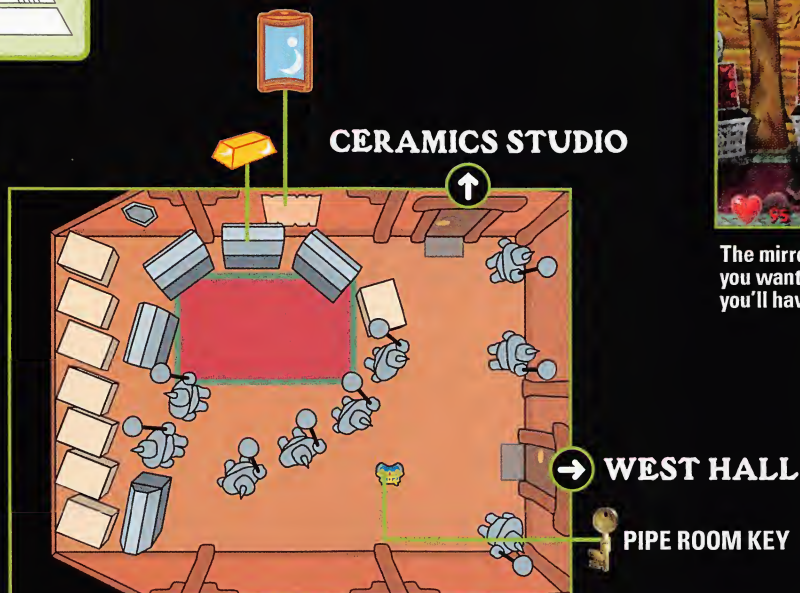
11 ARMORY

3RD FLOOR



Armory Attack

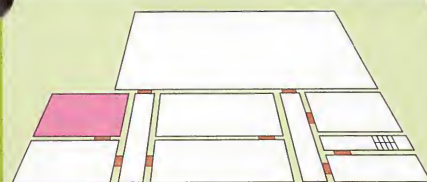
There are six ghosts hidden in the armory. You can find them by checking the chests and suits of armor. After the ghosts are gone, you'll earn the key to the pipe room. Be sure to approach the suits of armor from the side or from behind. When you interact with them, they will drop their maces and hit whatever is in front of them.



The mirror in the armory is covered. If you want to warp through the mirror, you'll have to pull off the cover.

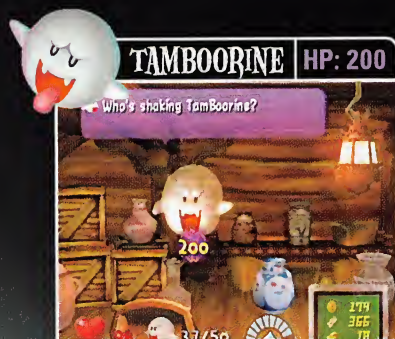
12 CERAMICS STUDIO

2ND FLOOR



The Old Jar Game

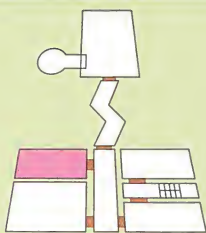
The ceramics studio is full of precious pots. When you explore the area around the far wall, gallery ghost Jarvis will pop out of one of the pots and challenge you to a Poltergust quick draw. Collect an Ice Elemental and fire ice at Jarvis whenever he appears. If you catch him seven times, he'll become vulnerable for capture. Collect Jarvis, collect his treasure and move on.



Hit Jarvis seven times with icy mist to make him vacuum-vulnerable.

13 PIPE ROOM

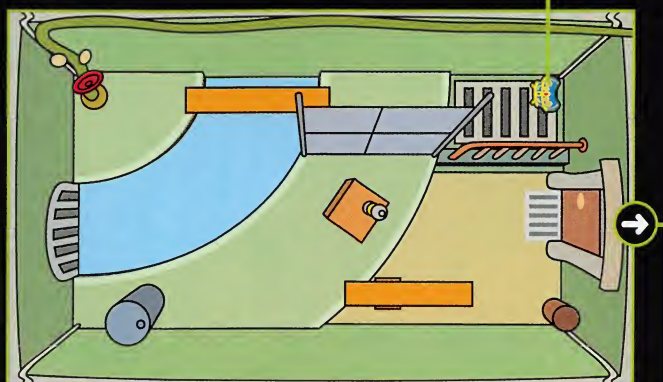
BASEMENT



Pipe Room Plumbing

A curtain of water blocks your way to the cold storage key in the pipe room. After you pull in the room's ghosts, freeze the green water that stands between you and the pipe valve. When the water becomes ice, you can cross it then turn the valve to shut off the water. Walk over the wooden bridge and behind the fence to make your way to the exposed treasure chest and the cold storage key.

COLD STORAGE KEY

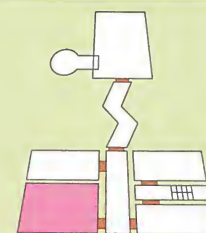


CORRIDOR



14 COLD STORAGE

BASEMENT

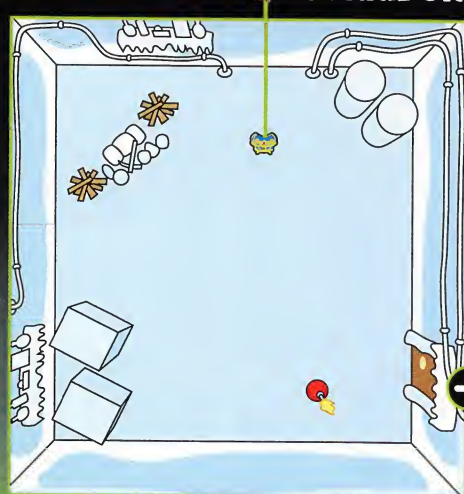


Melt Sir Winston

Arctic explorer Sir Winston is in cold storage and encased in a block of ice. Capture a Fire Elemental from the torch and light the piles of wood on either side of the explorer. He will wake up and attack you with waves of icicles. Avoid the ice and melt Sir Winston's ice block with fire. When the block is gone, the explorer will be ready for capture.

ARTIST'S STUDIO KEY

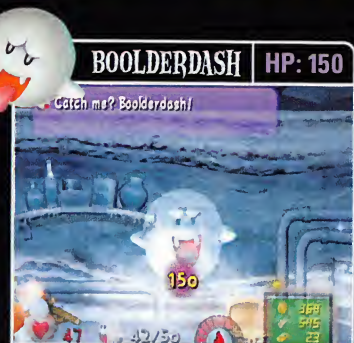
CORRIDOR



The ice is very slippery. You'll slide around a lot. Move with caution and avoid contact with the falling icicles.



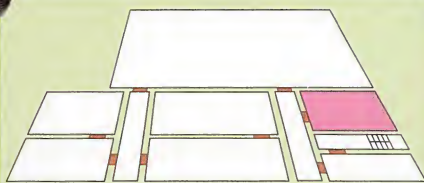
When Sir Winston attacks, he'll send out waves of icicles. Move out of the way and hit the explorer's ice block with fire.





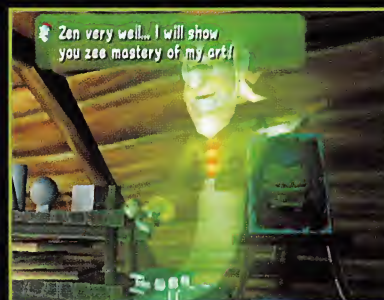
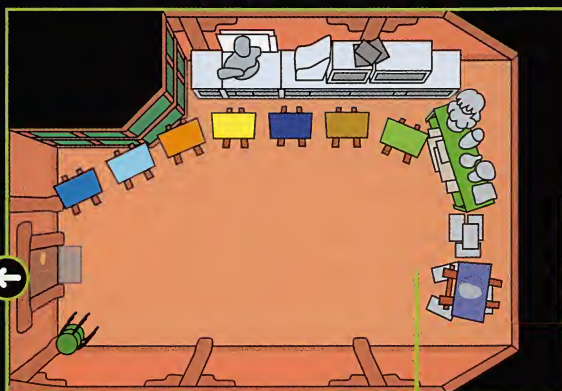
15 THE ARTIST'S STUDIO

3RD FLOOR



Painting Pandemonium

Vincent Van Gore is a haunted artist. Before you can catch him, you'll have to catch his creations. The artist will produce ghosts, three-at-a-time, from his paintings. If you're quick with the Poltergust, you'll be able to collect them in groups. After you have collected them all, Van Gore will become vulnerable. Aim the vacuum nozzle in his direction and pull him in. When the ghost is gone, you'll earn a shiny gold key—the key that will allow you into Mario's prison. Return to Professor E. Gadd, then begin the last leg of your journey.



Vincent Van Gore will summon seven sets of three ghosts each. After you collect all 21 of his creations, you'll be able to collect the artist himself.

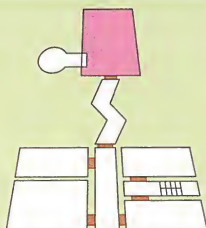
EAST HALL ←

SECRET ALTAR KEY



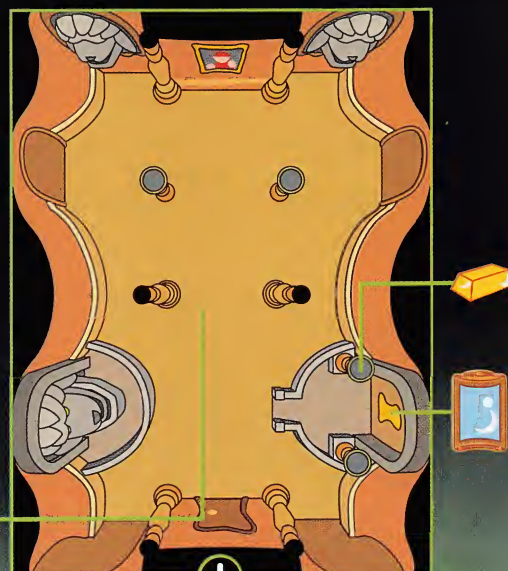
16 SECRET ALTAR

BASEMENT



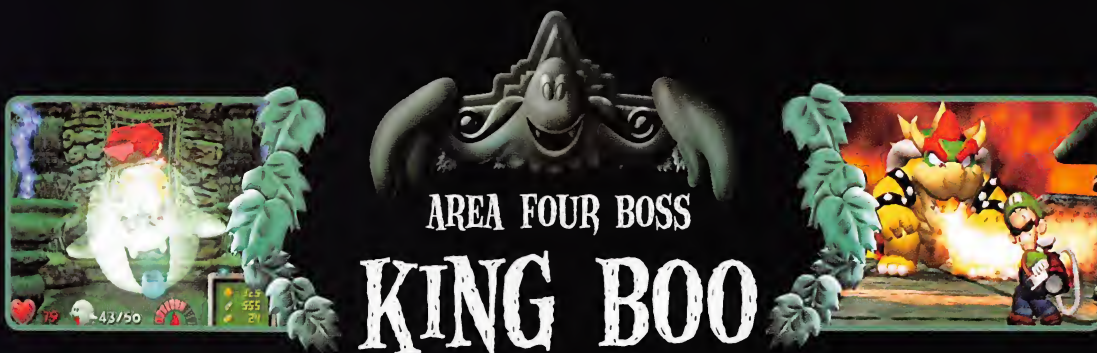
Final Fright

When you have the secret altar key and you have collected at least 40 Boos, you'll be able to enter the secret altar and finally engage in battle with King Boo. The king has a big surprise for you that will make your fight with him very challenging. Make sure that you have full health when you enter the altar and avoid or extinguish the fiery sprites that float around the basement corridor.



CHANDELIER

CORRIDOR



HP: 500

Capture the King

King Boo's big surprise is that he has Bowser on his side, or at least a very convincing Bowser disguise. The key to beating the beast is keeping your distance. He'll try to blast you with fire, pull you in with suction and toss exploding balls in your direction. As soon as he tosses the three balls, capture one of them with your vacuum and wait for the beast to walk toward you. Back up when he gets close and release the ball into his mouth when he crouches down to attack. When the ball explodes in Bowser's mouth, his head will come off and King Boo will fly out of the body. Hit the king with vacuum suction and avoid the flying head's ice attacks. The king will fly back into the body after a moment and the battle will continue. Go get him! You're almost there!



The beast will throw three exploding balls. Hold onto one of them and fire it into the beast's mouth when you can.



When King Boo pops out of Bowser's body, direct your suction attack at the ghost while you avoid the head's ice balls.



When the king returns to Bowser's body with 200 hit points or less, Bowser will put his head on backward and wander around the arena for a while. Get out of the way and try to position yourself for the next attack.



MANSION MANIA





A GHOST'S GALLERY



On your adventure through Luigi's Mansion, you will encounter most, if not all, of Professor E. Gadd's 23 gallery ghosts. Pull them in with the Poltergust 3000, then fire up the professor's Portrificationizer and put them back where they belong.

Pull for Pearls

When you return one of the mansion's gallery ghosts to its painting, the composition of the portrait and the subject's pose will tell you something about the battle that you had with the ghost. You can earn pearls of three different sizes in every gallery ghost battle, with the exception of boss battles. The more hit points that you pull from a ghost without disconnecting, the bigger the pearls will be. If you collect a large pearl, you'll see a picture of a compliant ghost with a gold frame. If you manage to get only medium or small pearls, the ghost will show more defiance and its portrait will have a silver or bronze frame.



Every non-boss gallery ghost starts with 100 hit points. If you extract 90 hit points in a single pull, the ghost will drop a large pearl. For 50 points in a pull, you'll get a medium pearl. For every 10 points you pull from a ghost, you'll earn a small pearl.

Boss ghosts don't produce pearls. The disposition of the boss in its portrait is determined by the number of hit points that you lost in your battle with it.

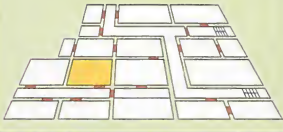
Gallery Key

		PAGE	ROOM	AREA ONE	AREA THREE
				AREA TWO	AREA FOUR
NAME	NEVILLE	pg. 28			
	<p>STUDY 2ND FLOOR</p>				
INFORMATION	<p>The information entry for each gallery ghost gives you insight into the ghost's story and some tips on how to capture it and put it back into Professor E. Gadd's collection.</p>				
	<p>BRONZE</p>		<p>SILVER</p>		<p>GOLD</p>



NEVILLE

pg. 28

STUDY
2ND FLOOR


You'll find the father of the ghost family in a comfortable chair in the study. When Neville yawns, he'll expose his heart—your cue to point the Poltergust 3000 at him and start pulling.



BRONZE



SILVER



GOLD

LYDIA

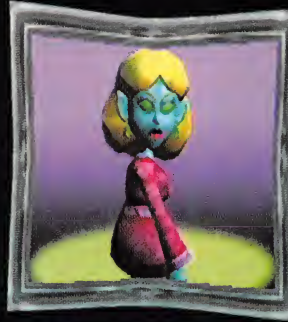
pg. 28

MASTER BEDROOM
2ND FLOOR


The mother ghost spends her time in front of the mirror. She won't notice you until you pull back the curtain in the bedroom and allow wind and leaves to blow in.



BRONZE



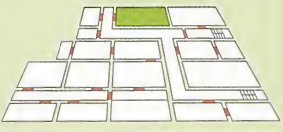
SILVER



GOLD

NANA

pg. 56

NANA'S ROOM
2ND FLOOR


The scarf-knitting grandmother will show her displeasure with you when you knock over her yarn. Pick up the yarn balls and hit her with them to make her vacuum-vulnerable.



BRONZE



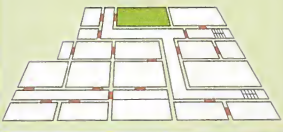
SILVER



GOLD

CHAUNCEY

pg. 30

NURSERY
2ND FLOOR


When the first leg of your journey through Luigi's Mansion comes to a close, you'll go up against Chauncey, the temperamental toddler. Play with his toys to wake him.



BRONZE



SILVER

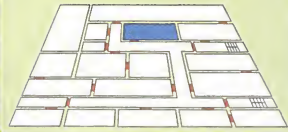


GOLD

MELODY

pg. 42

CONSERVATORY 1ST FLOOR



Melody Pianissima is a video game-loving musician. When you bring music to her conservatory, she'll quiz you on video game music. You can capture her after you catch her flying sheet music.



BRONZE



SILVER

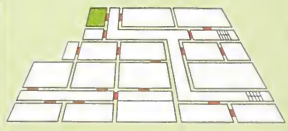


GOLD

MISS PETUNIA

pg. 54

BATHROOM 2ND FLOOR



Petunia has spent entirely too much time in the shower. When you pull away the shower curtain and hit her with freezing mist, she'll be primed for capture. Power up and pull.



BRONZE



SILVER



GOLD

MADAME CLAIRVOYA

pg. 60

FORTUNE-TELLER'S ROOM 2ND FLOOR



When you look into the crystal ball, Madame Clairvoyant will materialize and offer to look at Mario's dropped items. After she looks at all five items, you'll be able to pull her in with the vacuum.



BRONZE



SILVER

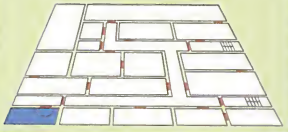


GOLD

SHIVERS

pg. 41

BUTLER'S ROOM 1ST FLOOR



Light the floating candelabra in the hall to make the butler materialize and retire to his room. When you catch up to him there, you'll easily be able to pull him into the Poltergust 3000.



BRONZE



SILVER

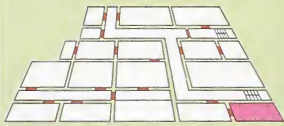


GOLD

SUE PEA

pg. 72

GUEST ROOM 2ND FLOOR



The upside-down guest room ghost will wake up and attack when you splash her with water three times. Avoid her flying dolls while you pull her into the Poltergust 3000.



BRONZE



SILVER

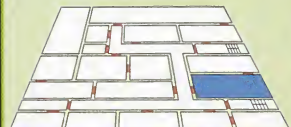


GOLD

FLOATING WHIRLINDAS

pg. 35

BALLROOM 1ST FLOOR



After you rid the ballroom of the spectral Shy Guys, the Whirlindas will whirl into the room and make themselves visible whenever you get close to them. Capture them when they bow.



BRONZE



SILVER

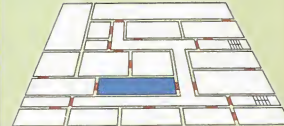


GOLD

MR. LUGGS

pg. 43

DINING ROOM 1ST FLOOR



The ghost with the big appetite will blast you with fireballs when you take away his food. When he tires and flops onto the dining room table, you'll be able to capture him.



BRONZE



SILVER

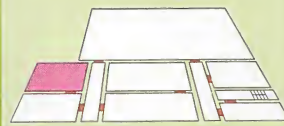


GOLD

JARVIS

pg. 73

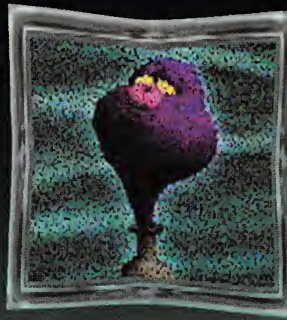
CERAMICS STUDIO 3RD FLOOR



The ceramics studio ghost will challenge you to a game. He'll pop out of pottery. If you can freeze him with icy mist seven times in a row before he pops back in, he'll become vulnerable.



BRONZE



SILVER

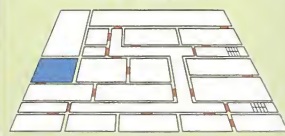


GOLD

SPOOKY

pg. 45

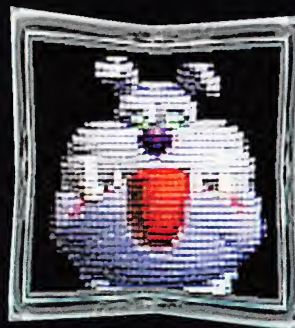
BONEYARD 1ST FLOOR



The ghostly guard dog's house serves as a passage to the graveyard. You can pull him away from the house by filling his dish with water and giving him a bone. That'll make him vulnerable.



BRONZE



SILVER



GOLD

THE TWINS

pg. 57

THE TWINS' ROOM 2ND FLOOR



Henry and Orville want to play. When you spin the mobile in their room, they'll ask you to play hide-and-seek. Leave the room, then return to find the twins, hidden in boxes.



BRONZE



SILVER

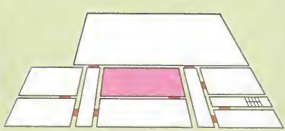


GOLD

CLOCKWORK SOLDIERS

pg. 69

CLOCKWORK ROOM 3RD FLOOR



When you wind the works in the clockwork room, the clockwork soldiers will attack. Pull the corks from their toy guns to make them vulnerable, then pull them in.



BRONZE



SILVER

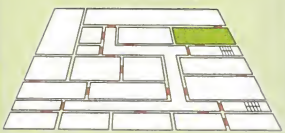


GOLD

BIFF ATLAS

pg. 51

TRAINING ROOM 1ST FLOOR



Biff the body-builder will flail wildly at you when you hit him with a punching bag. After you hit him a total of three times, you'll send him to the mat. That's your cue to bring him in.



BRONZE

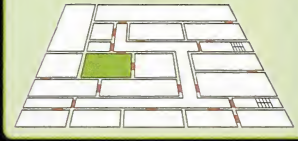


SILVER



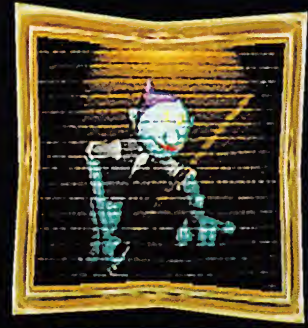
GOLD

SLIM BANKSHOT pg. 54

**BILLIARDS ROOM
1ST FLOOR**


Crafty spirit Slim Bankshot hits the billiard balls so hard that they fly off the table. You can make him vulnerable by blasting the balls in his direction. Pull them in and spit them out.


BRONZE

SILVER

GOLD
SIR WESTON pg. 74

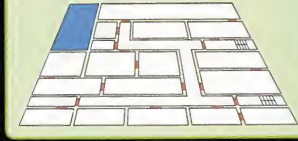
**COLD STORAGE
BASEMENT**


When you introduce warmth into cold storage, the arctic explorer will attack. Melt Sir Weston's ice block, then suction in the ghost.


BRONZE

SILVER

GOLD
BOGMIRE pg. 46

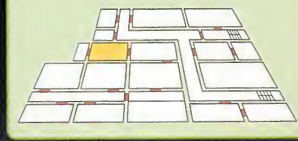
**GRAVEYARD
1ST FLOOR**


The shadowless Area Two boss surrounds itself with ghosts that cast shadows. You can use the shadows of the ghosts to surround Bogmire in darkness and make the spectre vulnerable.


BRONZE

SILVER

GOLD
UNCLE GRIMMLY pg. 67

**CLOSET
2ND FLOOR**


After lightning hits the mansion, you'll go in search of Uncle Grimmly to get the breaker room key. When Grimmly makes a weak attempt to scare you, you can stun and pull him in.

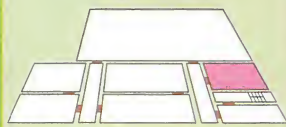

BRONZE

SILVER

GOLD

VINCENT VAN GORE pg. 75

ARTIST'S STUDIO 3RD FLOOR



Many of the ghosts that populate the mansion are creations of haunted painter Vincent Van Gore. When you meet the painter, you'll go up against 21 of his ghosts before you can catch him.



BRONZE



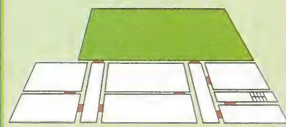
SILVER



GOLD

BOOLOSSUS pg. 62

BALCONY 3RD FLOOR



Fifteen Boos pull together to form bloated Boolossus on the balcony. When you pop the Boo with the horn of a unicorn ice sculpture, you'll be able to freeze and collect the smaller Boos.



BRONZE



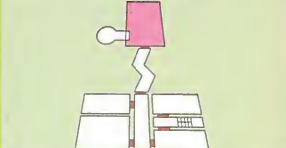
SILVER



GOLD

KING BOO pg. 76

SECRET ALTAR BASEMENT



The leader of the Boos will appear in the guise of Mario's ultimate enemy, Bowser. Feed Bowser bombs to expose the king.



BRONZE



SILVER



GOLD





HORRIFIC HOUSE HAUNTS

BAT



BLUE MOUSE



GOLD MOUSE



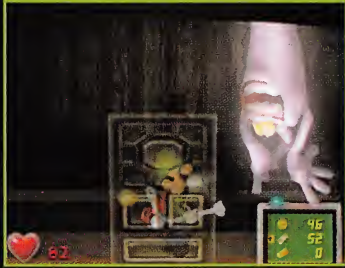
FLYING FISH



SPARK



CEILING SURPRISE



PURPLE BOMBER



BOWLING GHOST



GOLD GHOST



PURPLE PUNCHER



GARBAGE CAN GHOST



GRABBING GHOST



BLUE TWIRLER



TEMPER TERROR



BLUE BLAZE



FLASH



SHY GUY



WAITER



MR. BONES



SPEEDY SPIRIT





USE THE ELEMENTS



The Poltergust 3000 is built to suction in and shoot out fire, water and icy mist. You can use the machine's elemental abilities to solve puzzles and make some ghosts vacuum-vulnerable.

Elemental Extraction

The Fire Element Medal is in the mirror room, the Water Element Medal is in the kitchen and the Ice Element Medal is in the tea room. After you collect all of the medals, you'll be able to capture Elementals of every variety and spit them out of your Poltergust 3000. You'll find Elementals on every floor of the mansion. Suction the source of an Elemental type to make one of the spritely spirits pop out, then pull it in as it floats around the room.



KEY



FIRE ELEMENTAL

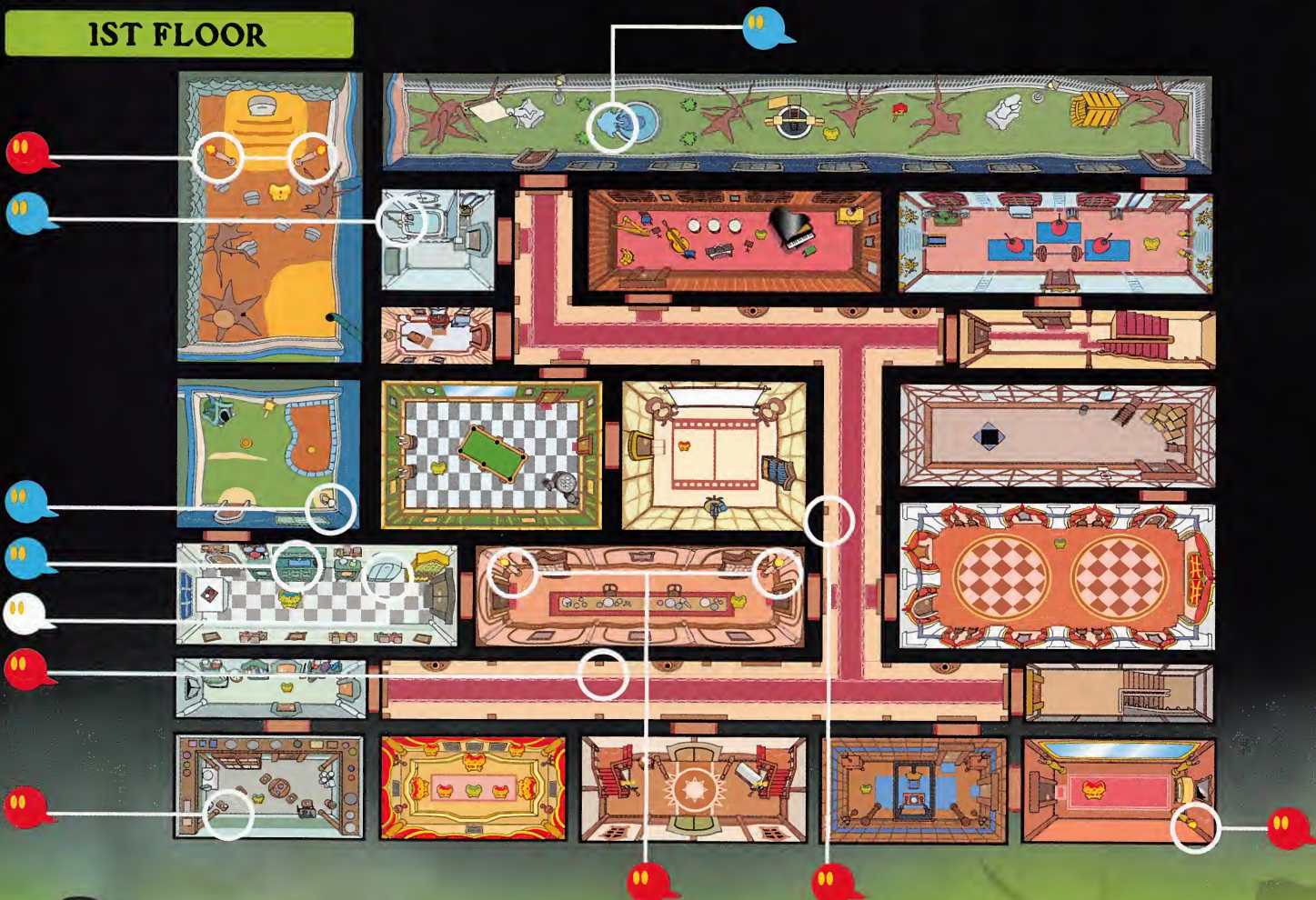


WATER ELEMENTAL



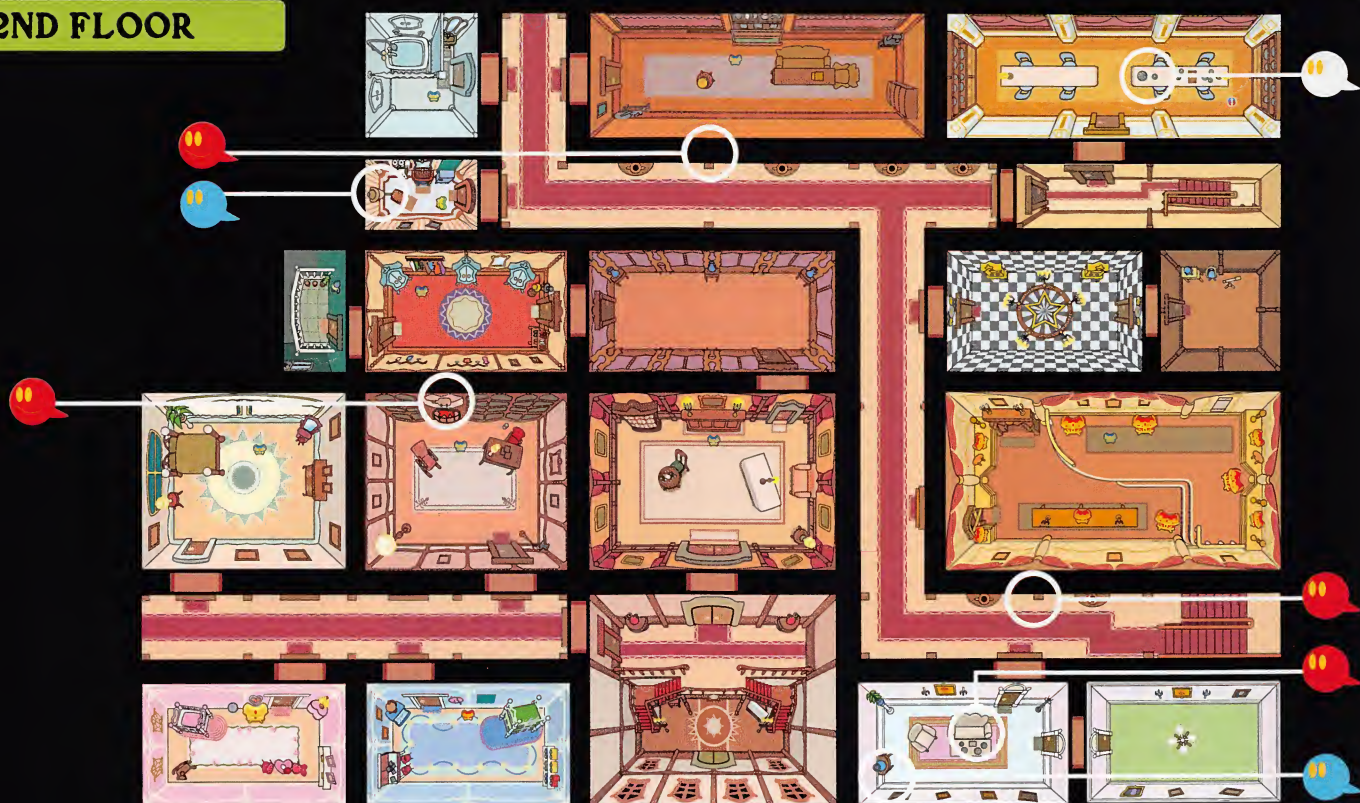
ICE ELEMENTAL

1ST FLOOR





2ND FLOOR



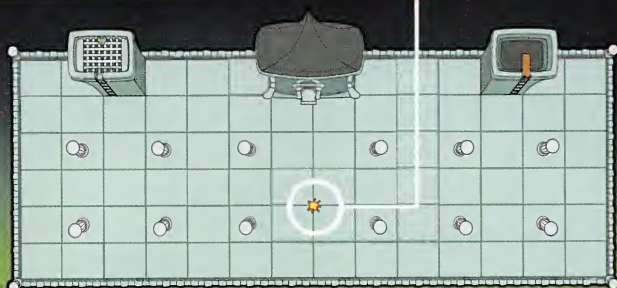
3RD FLOOR



BASEMENT



ROOF



DEVELOPER INTERVIEW

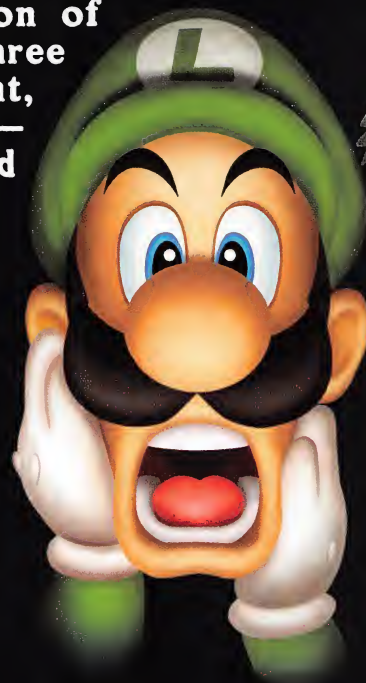
Nintendo Power discussed the creation of Luigi's first starring vehicle with three members of Nintendo's Entertainment, Analysis & Development group (EAD)—Hideki Konno, Tadashi Sugiyama and Hiroki Sotoike.

NP: Tell us about the process of selecting Luigi as the star of the first adventure title for Nintendo GameCube.

MR. SUGIYAMA: We started with the idea of making a game in which the player explored a huge house, walking back and forth between the rooms. The house started as a Japanese-style Ninja house. When we changed it to an American-style haunted mansion, we tried to think of a character who would work in those surroundings. Because the house is filled with ghosts, we wanted a character with a cowardly personality. That's why we decided that Luigi was a good choice.



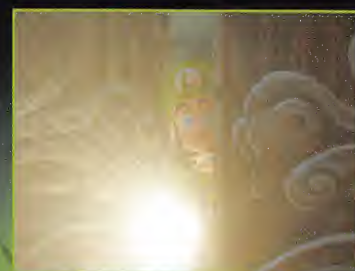
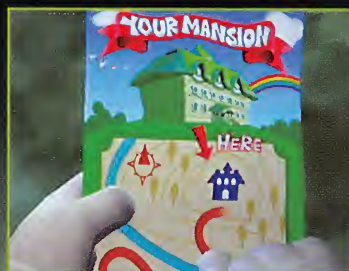
Since it isn't part of Mario's personality to be surprised or frightened, we decided that Luigi would be a better fit.



MR. KONNO: Mario has too much of a reputation for being a hero to be believable as the frightened explorer of a haunted house.

NP: If the setting was not a haunted house, would Mario have been your choice as the lead character?

MR. KONNO: In the initial design phase of the game, Mario was our choice for the lead character. At that time, we were working on new ideas for an exploration game with many different rooms, in the same vein as the dungeon exploration sections of the Legend of Zelda games. During those tests, we changed the setting from a Ninja house to something that was more like a dollhouse. The dollhouse setting seemed natural, because the player always looks through one of the walls to see the other three walls in the room. As we were developing the lighting scheme, we settled on a design that featured a lot of darkness and shadows. That's when we decided that the house should be haunted. Since it isn't part of Mario's personality to be surprised or frightened, we decided that Luigi would be a better fit.





NP: What features were you able to put in the game based on the fact that you were developing for the Nintendo GameCube?

MR. SOTOIKE: The first thing that we wanted to do was create dynamic lighting with really crisp shadows. Since hardware development for the Nintendo GameCube was not complete at the time that we started game development, we were able to make requests for technical capabilities to be added to the new system. Many of the features that we asked for were adopted.

NP: What can you do with the shadows and light in a Nintendo GameCube game?

MR. SOTOIKE: We can attach real-time shadows to all objects. The direction and shape of the shadows, and the way that the shadows interact with objects in the environment, is all handled by the hardware. Those capabilities were added to the graphics chip after we asked for them.



I think that we successfully simplified control by implementing the use of the two sticks.

NP: The Nintendo GameCube has a reputation for being a development-friendly game machine. Did that make the development time for Luigi's Mansion shorter?

MR. SOTOIKE: Nintendo 64 development does pose a lot of technical hurdles that aren't there when you're developing for the Nintendo GameCube. The fewer technical problems gave us more time for genuine creative development.

MR. SUGIYAMA: Since Nintendo GameCube graphics are of a very high quality, all of the time that we save from a lack of technical hurdles is spent in creating the best images possible.

NP: Since the Nintendo GameCube system is disc based, were there concerns about loading time?

MR. SOTOIKE: We load only a few rooms at a time. For that reason, loading time is very short.



HIDEKI KONNO

Assistant Manager, EAD
Luigi's Mansion Game Director
Birthday: May 13, 1965
Worked on Mario Kart 64,
Yoshi's Story

TADASHI SUGIYAMA

Deputy Manager / Planner, EAD
Luigi's Mansion Design Director
Birthday: April 15, 1959
Worked on Mario Kart 64, F-Zero X



HIROKI SOTOIKE

Software Engineer, EAD
Luigi's Mansion Main Programmer
Birthday: August 26, 1972
Worked on Wave Race 64,
F-Zero X

NP: Luigi's Mansion makes very good use of the Nintendo GameCube Controller. How did that work out?

MR. KONNO: When we started developing the game, the Nintendo GameCube Controller had not yet been designed. We wanted to use two analog sticks from the beginning. The idea was always to use one stick for movement and another stick for the directional control of what turned out to be Luigi's flashlight and vacuum. Because of the importance of the two sticks in the control scheme, we wanted to use fewer buttons than we would use in game with more standard controls. While we did end up using all of the buttons on the Controller when we developed the functions of the Game Boy Horror, I think that we successfully simplified control by implementing the use of the two sticks. The game may be a little difficult to control when you start, but it eventually becomes very easy. That was our goal.

NP: Was there any discussion about how easy the game would be for beginners?

MR. KONNO: We had a lot of discussion about that. In fact, we did work on a simpler control scheme that used only one stick, but I was very particular about this one feature. I told Mr. Miyamoto that we wanted to use two sticks and that we wanted



this feature to contribute to the level of difficulty and challenge in the game. The E3 version of the game had only the Sidestep control technique. We added the Standard control technique after E3 for more ease of play.

NP: The A Button doesn't play a very big role in the control of the character. That seems unusual for a Nintendo game.

MR. KONNO: Most of our games do make more use of the A Button, but because one of the main game control functions uses the C Stick and it's hard to control the C Stick and press the A Button at the same time, we assigned the vacuum control to the R Button instead of the A Button.



It's very important for a launch title to be well-balanced in its degree of difficulty.

NP: The angular control of the vacuum nozzle is a little tricky, but it's satisfying when you are successful.

MR. KONNO: That was our intention. Many of the testers felt that it was uncomfortable to use the C Stick for long periods of time. For that reason, we redesigned the C Stick, making it wider and more comfortable for your thumb.

NP: What is your opinion about the general degree of difficulty in the game?

MR. KONNO: Because the control scheme is designed to add a level of challenge to the game, we decided to tone down some of the other game play challenges. It's very important for a launch title to be well-balanced in its degree of difficulty. We wanted to make the game like Yoshi's Story in the way that you can reach the ending after several hours, but you feel motivated to play the game again. Because of that, we decided to have a lot of puzzle elements and not require tons of item collection. We wanted to let the player decide how long it would take to complete the game. For that reason, there are several things that you can do in the game, but you don't have to do them all to reach the ending.



NP: When you collect a key in the game, the Game Boy Horror screen automatically shows which door you can unlock. That is a very helpful feature.

MR. KONNO: We didn't originally design it that way, but we decided that it would be frustrating for the player if we didn't show which door matched the key. In addition to that, we thought it was a good idea to show a map of the entire mansion at the beginning. It's common to show only the areas that the player has explored, but we wanted to give the player a feeling for the size of the mansion from the start.

NP: You don't give a hint about the warp mirrors in the game. Why not?

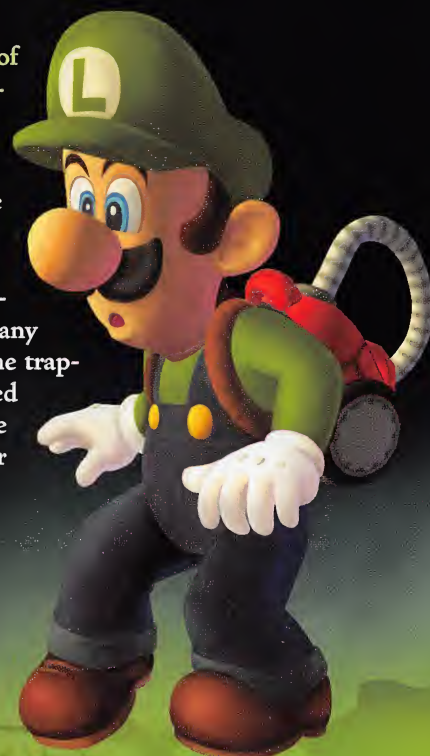
MR. KONNO: We figured that every player would use the Game Boy Horror to examine one of the mirrors sooner or later. The mirror in the foyer is sort of a hint. Because the distance between that mirror and the place that you warp to is short, some people find that to be a little confusing, but it works for most players.

NP: The mirror in the storage room plays a part in solving a puzzle, since you can see the button that you must push in the reflection of the mirror.

MR. KONNO: That mirror was a late addition. At first we had a line of coins that led to the button, but we decided that it was a little too manipulative.

NP: There is a line of coins that leads to a trapdoor in the first hallway that you explore.

MR. KONNO: We also lead players to the trapdoors by the design of the paths of the escaping Boos. I've watched many testers follow Boos to the trapdoors then get flattened when they try to open the doors. Then I laugh over their shoulders.





NP: The collection of all 50 Boos is very challenging.

MR. KONNO: One thing you have to remember is that the Boos always stay on the same floor. Watch carefully when the Boo leaves the room, and try to chase it to the next room.

MR. SUGIYAMA: If enough time passes, the Boo will find a new place to hide.

MR. KONNO: When you save the game, quit and return, all of the Boos that flew away to other rooms will return to their original rooms. Another thing to remember is that the hit points of the Boos are not directly related to how quickly they can get away. Some Boos that have high hit points are fairly easy to catch. Some Boos with low hit points are more difficult to catch because of their speed.

NP: Did you ever have the feeling that you weren't going to finish making the game in time for the system's launch?

MR. SUGIYAMA: We didn't ever feel that we would be late, but some other people might have thought that was going to happen.



MR. SOTOIKE: The schedule was certainly very tight. The designers and programmers sometimes had disagreements over whether certain features were going to be implemented in time, but it worked out.

NP: Did you have to scrap some ideas because you didn't have enough time?

MR. SOTOIKE: Actually, we added more ideas toward the end of development, rather than taking any features away.

NP: What features did you add late in the process of development?

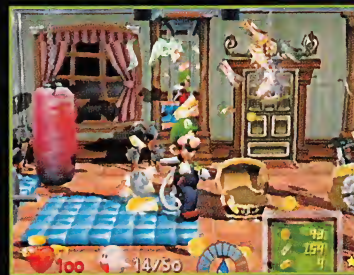
MR. KONNO: We added the ability to turn off the flashlight with the B Button considerably late in the process. It was a flash of inspiration from Mr. Miyamoto. He thought that there should be more things that the player can do by pushing the A and B Buttons.

MR. SOTOIKE: Of course, there is a functional reason to turn off the flashlight, too. If you light up a ghost from a long distance, it will usually get away before you can capture it. Mr. Miyamoto suggested that the player should be able to turn off the light and wait for the ghost to get close, then turn it on and quickly collect the ghost. I believe that he wanted the feature partially for the added functionality and partially for the fun of pushing buttons and making things happen.

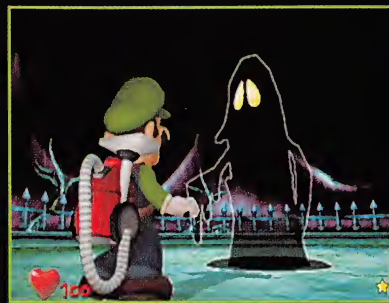


I've watched many testers follow Boos to the trapdoors then get flattened when they try to open the doors. Then I laugh over their shoulders.

MR. KONNO: Mr. Miyamoto really values the feeling of control responsiveness in our games. For example, when you check the walls, Luigi used to go through an elaborate animation before he rapped on the plaster, but Mr. Miyamoto thought that it was very important for Luigi to tap the wall immediately after the player presses the button.



NP: The use of elements (fire, water and ice) adds a lot of depth to the game. Did you have that idea from the beginning?



MR. KONNO: One of our early challenges was to display fire, water and atmospheric effects realistically. That was something that we wanted to test. We also were very interested in making the dust look realistic. At first, dust

clouds used a fixed animation that looked the same every time. It didn't look very interesting, so we created a solution through programming that would change the amount of dust that flies around the room depending on the level activity in the room. One of our younger programmers worked on the dust programming for about six months.

MR. SOTOIKE: Another effect that took a lot of programming was the stretching and bending of the ghosts when they are consumed by the vacuum. It was hard work, but the results are worth it.

NP: Did you use motion-capture technology in the development of the game?

MR. KONNO: Yes. We used motion capture in the cinematic sequences at the beginning and the end of the game. The part at the beginning where Luigi is walking in a very cowardly way through the parlor uses motion capture.

NP: The way that Luigi hums and whistles along with the music was a nice touch.

MR. KONNO: The sound staff added that feature after E3. They thought that the background music wasn't very fun, so they came up with the idea that Luigi would interact with the music. The programming schedule was pretty tight, but we resolved to challenge ourselves and we were able to add that feature in time.

NP: Another nice touch is the way that Luigi calls for Mario.

NP: How did you feel about including characters from the other Mario games in Luigi's Mansion?

MR. KONNO: During the design phase, we considered not having other Mario characters in the game, because we didn't want it to feel like another chapter in the Mario series. Then we added the Boos, Bowser and Toad. But we use those characters sparingly, and Bowser is really kind of a surprise at the end.



NP: Did you intend to make the game scary?

MR. SUGIYAMA: No. We wanted Luigi to be frightened, but we didn't have any desire to scare players.



We created a solution through programming that would change the amount of dust that flies around the room depending on the level of activity in the room.

MR. KONNO: That was something that we added over the course of development. There wasn't much to do with the A Button, except for examining objects and opening doors. One of our staff members suggested that Luigi should call out for Mario, since Luigi's main motivation is to find his brother.

There are about 30 variations in the way that Luigi calls for Mario. They vary depending on Luigi's health.

NP: Gallery ghosts look different from other ghosts in the Mario series. Why the change?

MR. SUGIYAMA: We thought that standard Mario-style ghosts and Boos were good for random mansion encounters, but we decided to go for a more human-looking style for the event-related ghosts. That separates them from the other ghosts and makes them more important.



NP: Some people try to compare Nintendo GameCube games to games for other systems. How do you approach that subject?

MR. SUGIYAMA: I don't think too much about other games and how we should compete against them. I know that there are other haunted house games, but I don't think that Luigi's Mansion competes directly with them. We spend much more time thinking about how we will make our game in our own style rather than considering how it will compare to other styles.



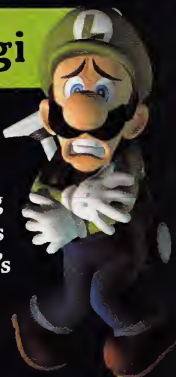


We spend much more time thinking about how we will make our game in our own style rather than considering how it will compare to other styles.

MR. SOTOIKE: In addition to making sure that the game worked well from a technical standpoint, we wanted to create something that is innovative—something that no one else has experienced before. In that way, it can't really compete with other games, because our game is different, unique.



A Brief History of Luigi



Listed below are the titles and release dates of games in which Luigi has appeared, usually in the shadows of his marquee-heading brother, Mario. With the release of Luigi's Mansion, Luigi's days as "Player 2" to Mario's "Player 1" are over. His future is bright!

TITLE	SYSTEM	YEAR
MARIO BROS.	NES	1985
SUPER MARIO BROS.	NES	1985
SUPER MARIO BROS. 2	NES	1988
BASEBALL	GB	1989
TETRIS	GB	1989
QIX	GB	1989
SUPER MARIO BROS. 3	NES	1990
SUPER MARIO WORLD	SUPER NES	1991
NES OPEN TOURNAMENT GOLF	NES	1991
YOSHI'S COOKIE	NES	1993
YOSHI'S COOKIE	GB	1993
SUPER MARIO KART	SUPER NES	1992
SUPER MARIO ALL-STARS	SUPER NES	1993
MARIO'S TENNIS	VB	1995
MARIO CLASH	VB	1995
SUPER MARIO RPG	SUPER NES	1996
MARIO KART 64	N64	1997
GAME & WATCH GALLERY	GB	1997
GAME & WATCH GALLERY 2	GB	1998
MARIO PARTY	N64	1999
SUPER SMASH BROS.	N64	1999
SUPER MARIO BROS: DELUXE	GB	1999
MARIO GOLF	N64	1999
MARIO GOLF	GB	1999
GAME & WATCH GALLERY 3	GB	1999
MARIO PARTY 2	N64	2000
MARIO TENNIS	N64	2000
MARIO TENNIS	GB	2001
PAPER MARIO	N64	2001
MARIO PARTY 3	N64	2001
SUPER MARIO ADVANCE	GBA	2001
MARIO KART: SUPER CIRCUIT	GBA	2001
LUIGI'S MANSION	GCN	2001
SUPER SMASH BROS. MELEE	GCN	2001



SECOND SCARE

After you capture King Boo and save Mario once, you'll be able to play the game again and go up against a slightly trickier series of spirits. Take on the challenges of the "Hidden Mansion."

Never-Ending Night

Once you survive your first night in the haunted house, you can relive your adventure and challenge yourself to earn a better, bigger house. When you replay the game, using the same saved file, Professor E. Gadd will give you the option to enter the "Hidden Mansion." If you take him up on the challenge, you'll find that ghosts are more skittish but that your vacuum has one-and-a-half times the suction power.



The star next to your Game Boy Horror shows that you have completed the game once and are giving the quest another try. You'll find that you can pull ghosts in more quickly with the more powerful Poltergust 3000.

REGULAR MANSION BATTLE WITH NEVILLE: 12.42 SECONDS



HIDDEN MANSION BATTLE WITH NEVILLE: 5.40 SECONDS





BIG MONEY, BIG DIGS



When you collect a lot of cash, you'll be able to afford a nice house at the end of the game—one that isn't infested with creepy creatures. The more money you have, the bigger your house will be.

Go for the Gold

At the end of the game, the mansion will disappear and you'll buy a brand-new house that is ghost-free. With more money, you'll be able to buy a bigger house. There are valuable treasures scattered throughout Luigi's Mansion. You'll get treasure by vacuuming objects, watering plants, capturing every Boo and pulling in gallery ghosts without letting go. The rooms that don't contain keys contain treasures—keep collecting.



The seed in the boneyard will sprout when you water it once then turn into a plant after you collect Bogmire. It will produce a diamond after you collect Boolossus.



Be sure to restore light to every room. The rooms that don't contain keys will produce treasure.

MONETARY REWARDS

 Gold Coin 5,000G	 Blue Diamond 2,000,000G
 Bill 20,000G	 Gold Diamond 20,000,000G
 Gold Bar 100,000G	 Red Diamond 5,000G
 Blue Stone 500,000G	 Small Pearl 50,000G
 Green Stone 800,000G	 Medium Pearl 100,000G
 Red Stone 1,000,000G	 Big Pearl 1,000,000G

Catch Mice for Cash

Like the notoriously fast blue ghosts, gold mice will give up treasure if you capture them. You can find a total of 10 gold mice in the mansion. They only appear in dark rooms, but they can escape to rooms that have been lit. Five of the mice show up randomly (about 25% of the time) in locations indicated in the table to the right. The other five mice appear when you inspect pieces of cheese with your Game Boy Horror. Catch them all.

RANDOM MICE

- 1 MAIN HALL
- 2 MAIN HALL
- 3 KITCHEN
- 4 TEA ROOM
- 5 SEALED ROOM



A gold mouse will appear one out of every four times that you enter certain dark locations.

CHEESE LOCATIONS

- 1 STUDY
- 2 FORTUNE-TELLER'S ROOM
- 3 DINING ROOM
- 4 TEA ROOM
- 5 SAFARI ROOM



You can make a gold mouse pop out of a block of cheese by selecting it with your Game Boy Horror.

Luigi's New Mansion

In addition to saving Mario and returning ghosts to the gallery, you'll be able to buy a new house at the end of the game. The professor will show you a picture of your house after the credits. If you collected a lot of money, your house will be huge. If you didn't, it'll be more modest. The pictures below show the available houses and their prices.



RANK H
LESS THAN 5,000,000G



RANK D
LESS THAN 60,000,000G



RANK G
LESS THAN 20,000,000G



RANK C
LESS THAN 70,000,000G



RANK F
LESS THAN 40,000,000G



RANK B
LESS THAN 100,000,000G



RANK E
LESS THAN 50,000,000G



RANK A
OVER 100,000,000G

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